

Fig. 11

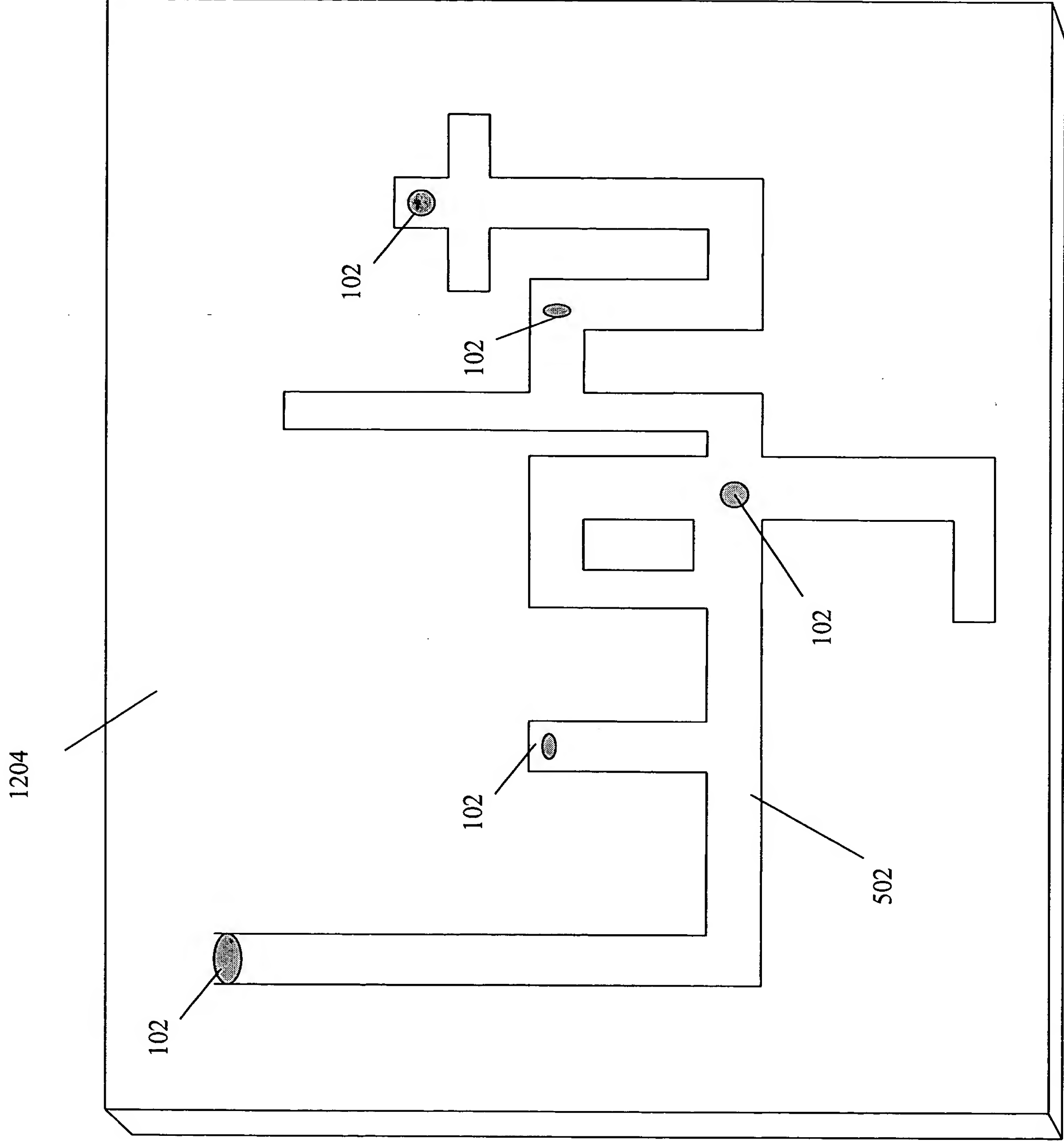


Fig. 12

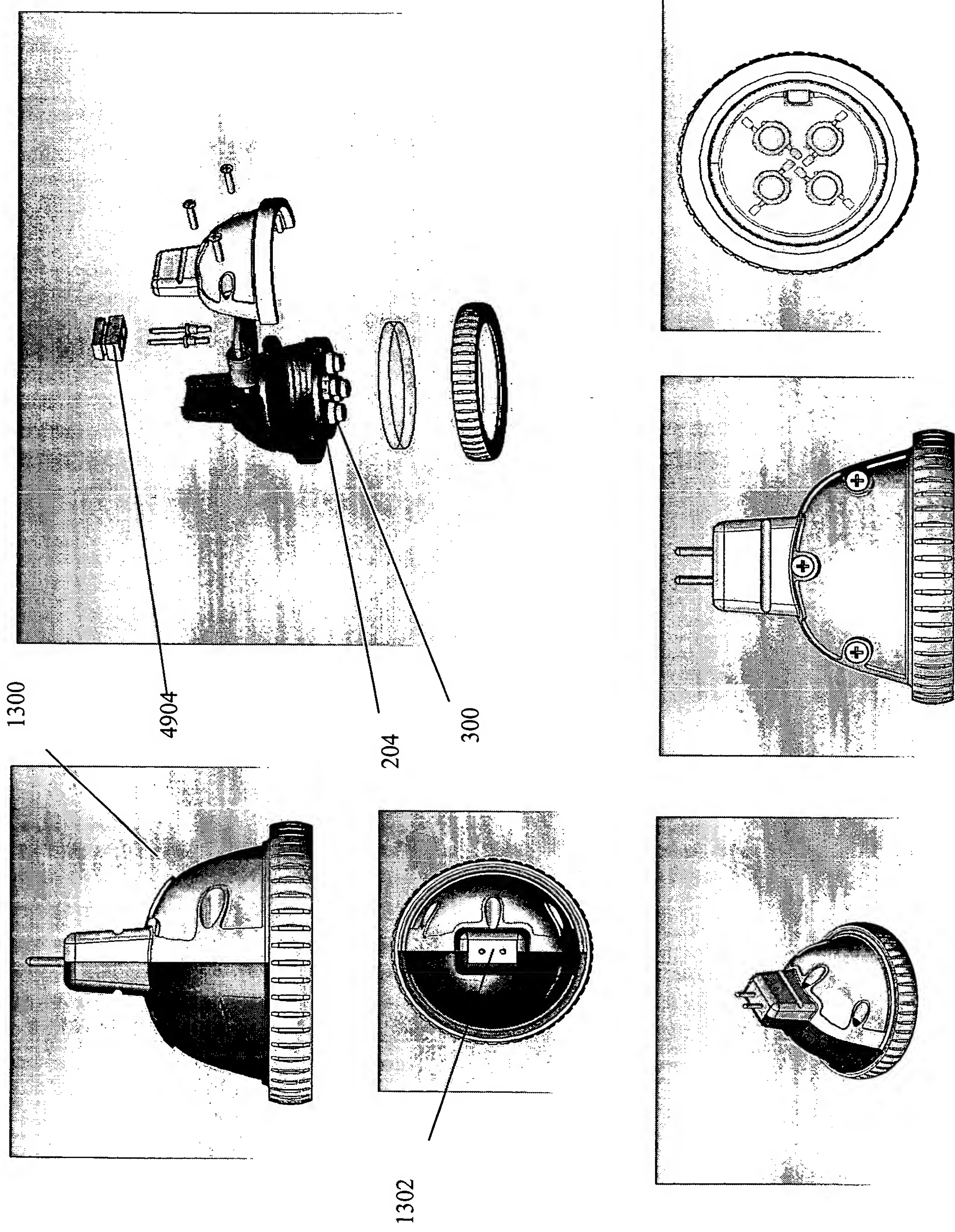


Fig. 13



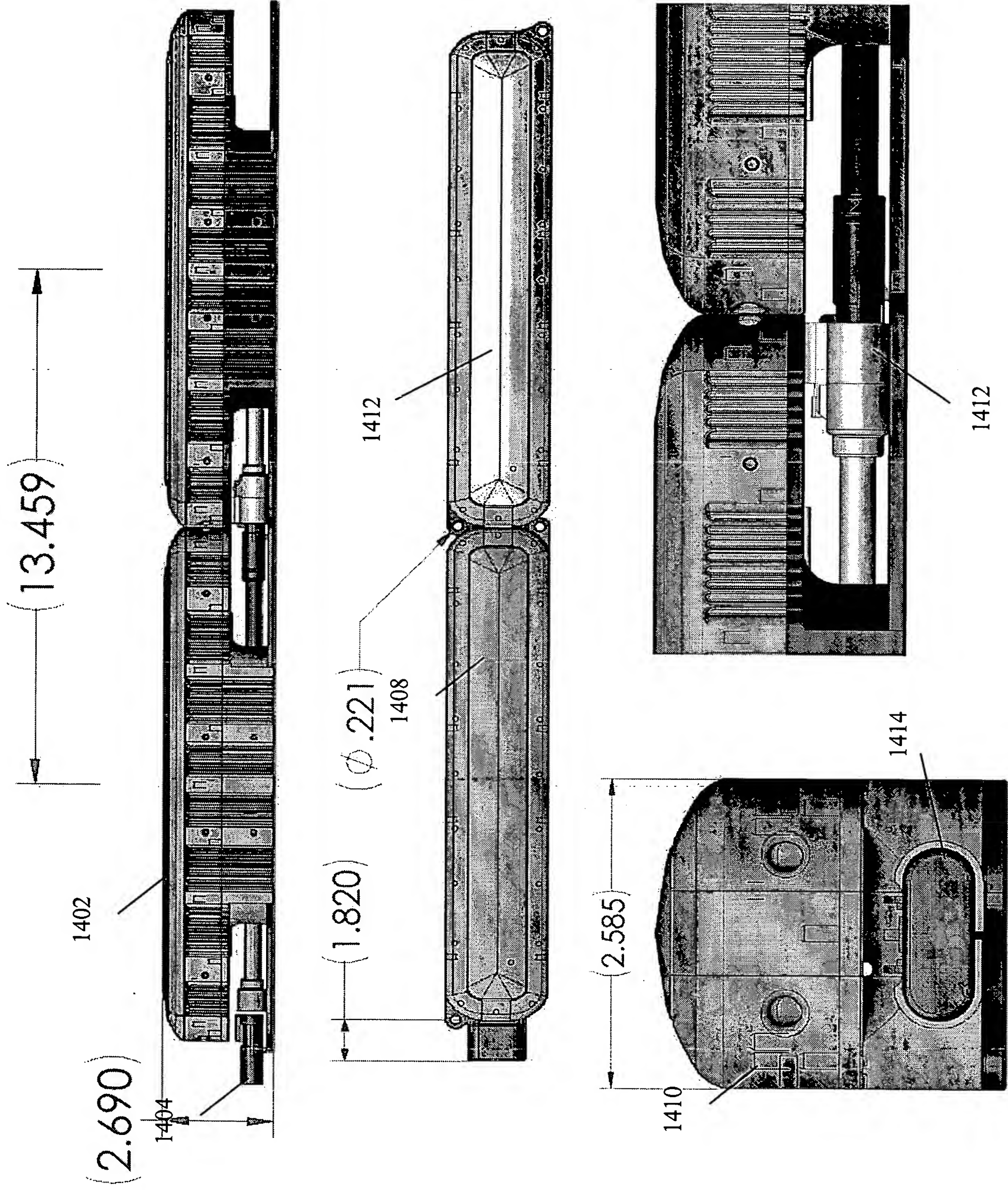


Fig. 14a

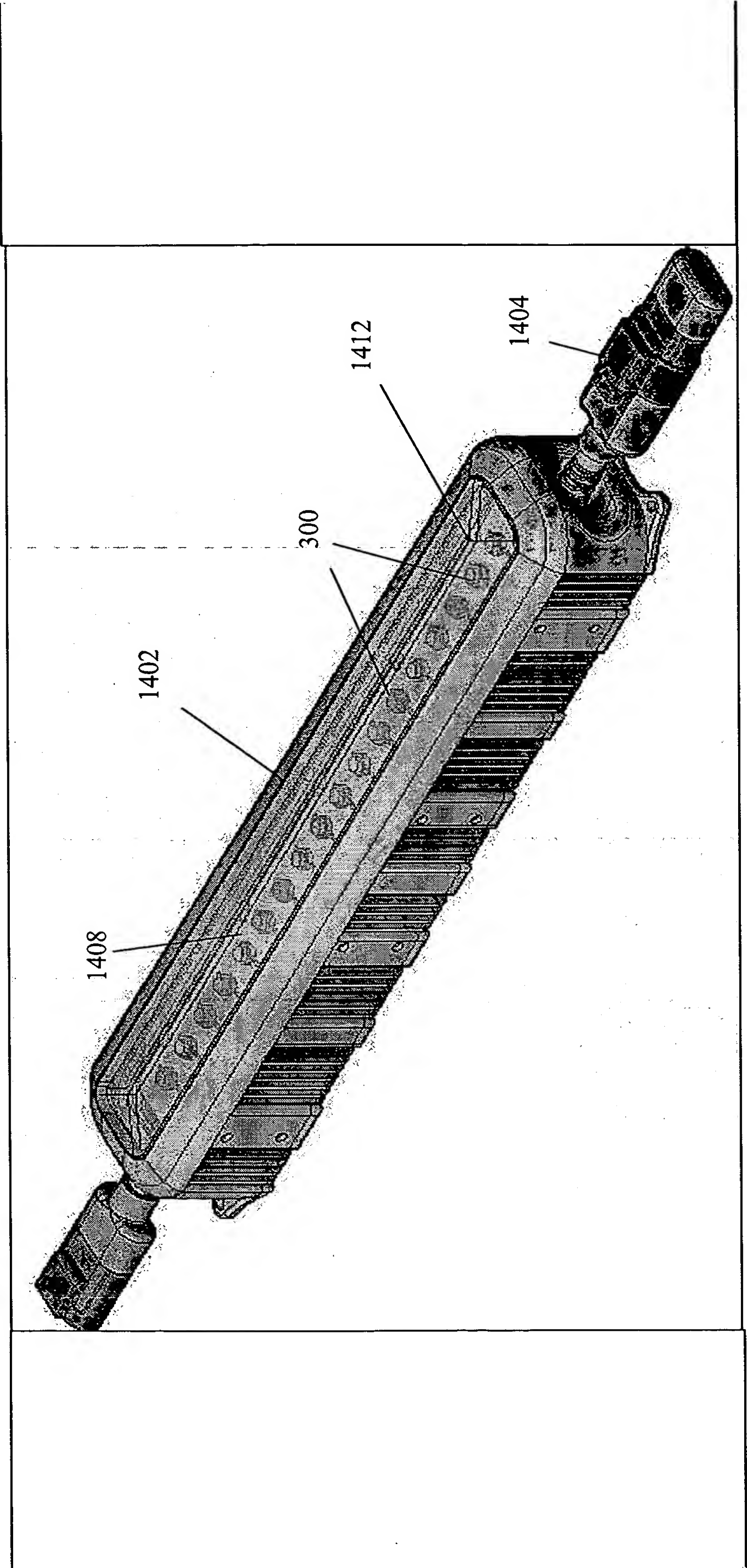


Fig. 14b

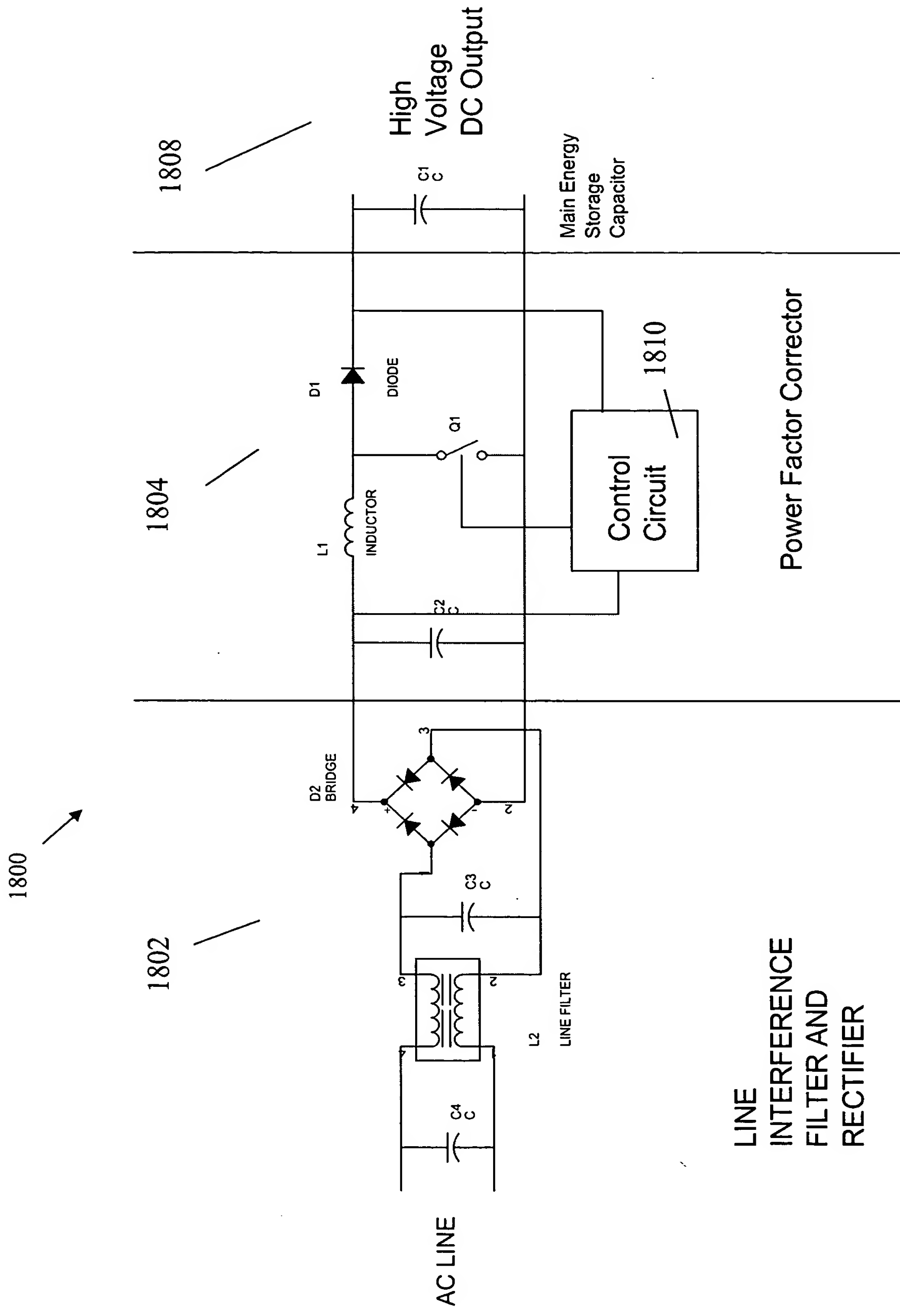


Fig. 15

Fig. 16a

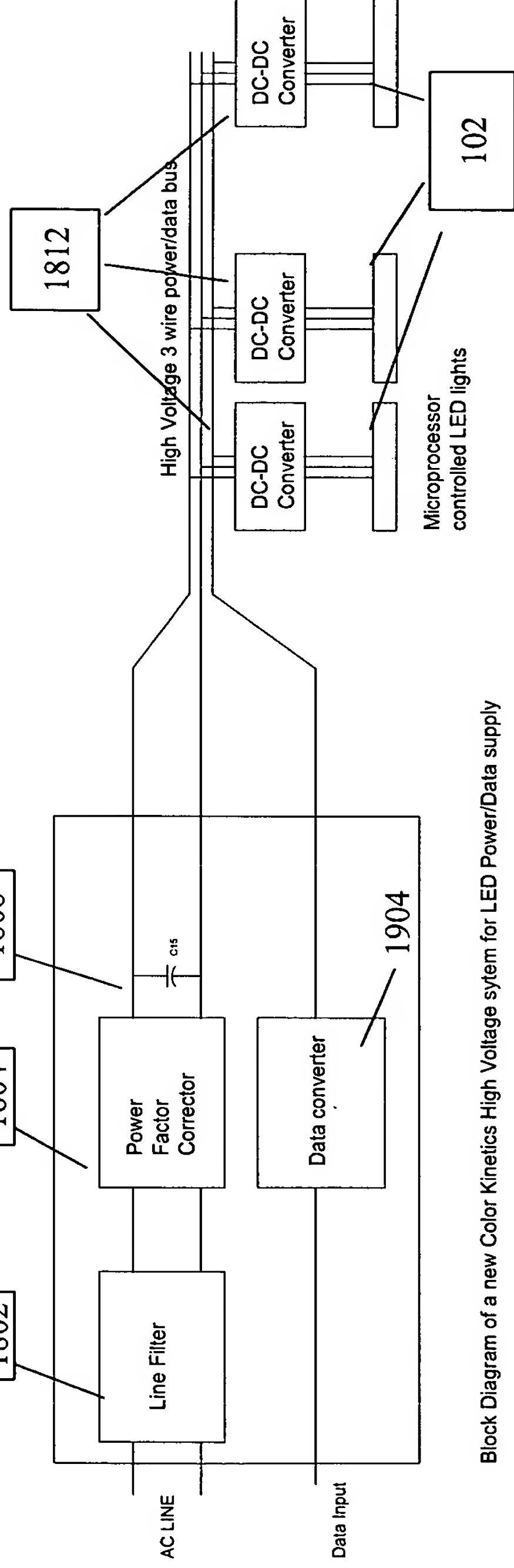
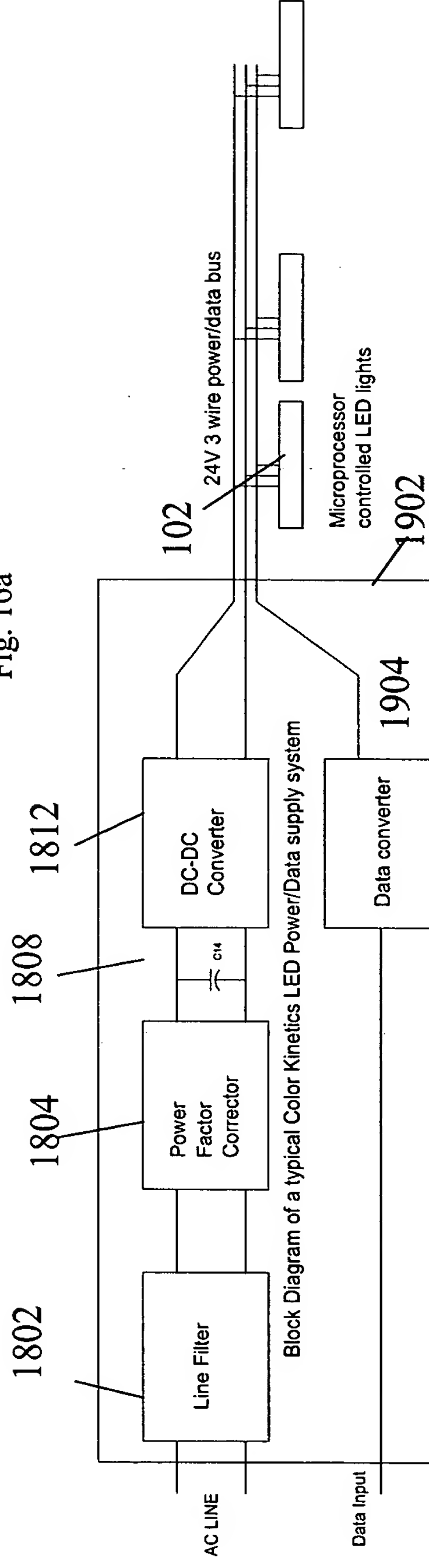
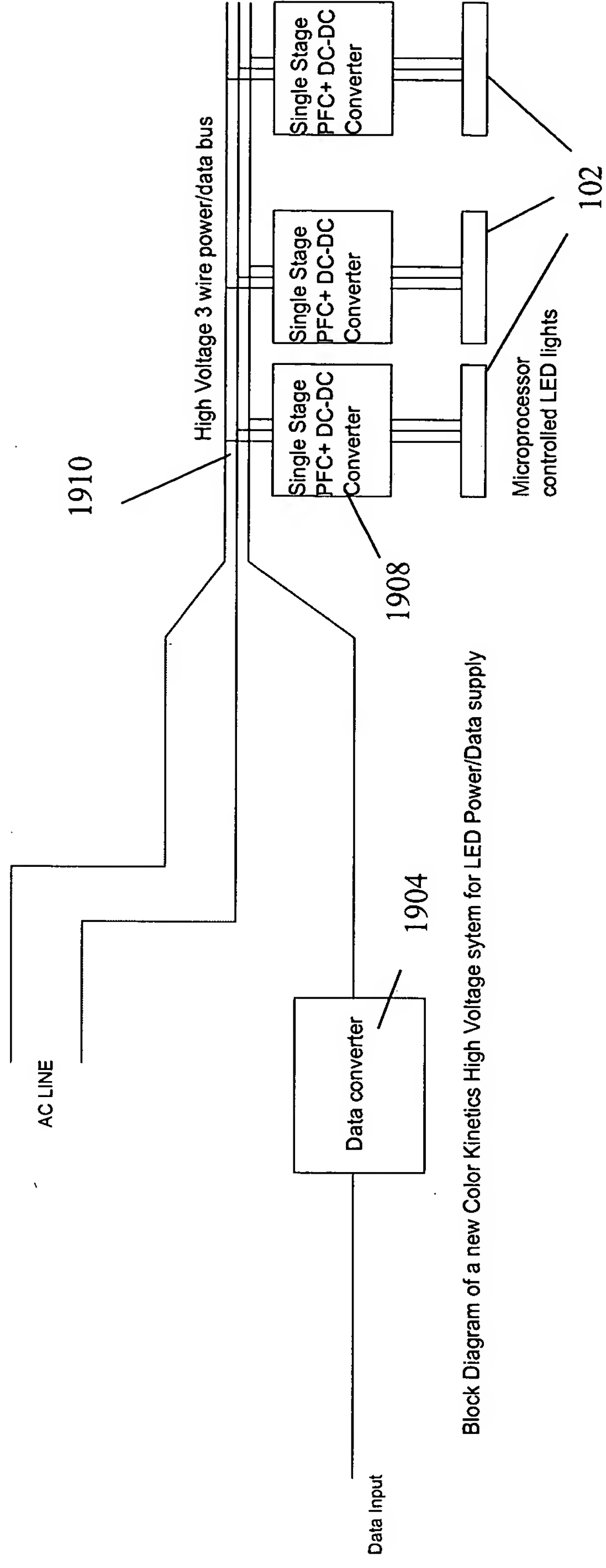


Fig. 16b



Block Diagram of a new Color Kinetics High Voltage sytem for LED Power/Data supply

Fig. 17



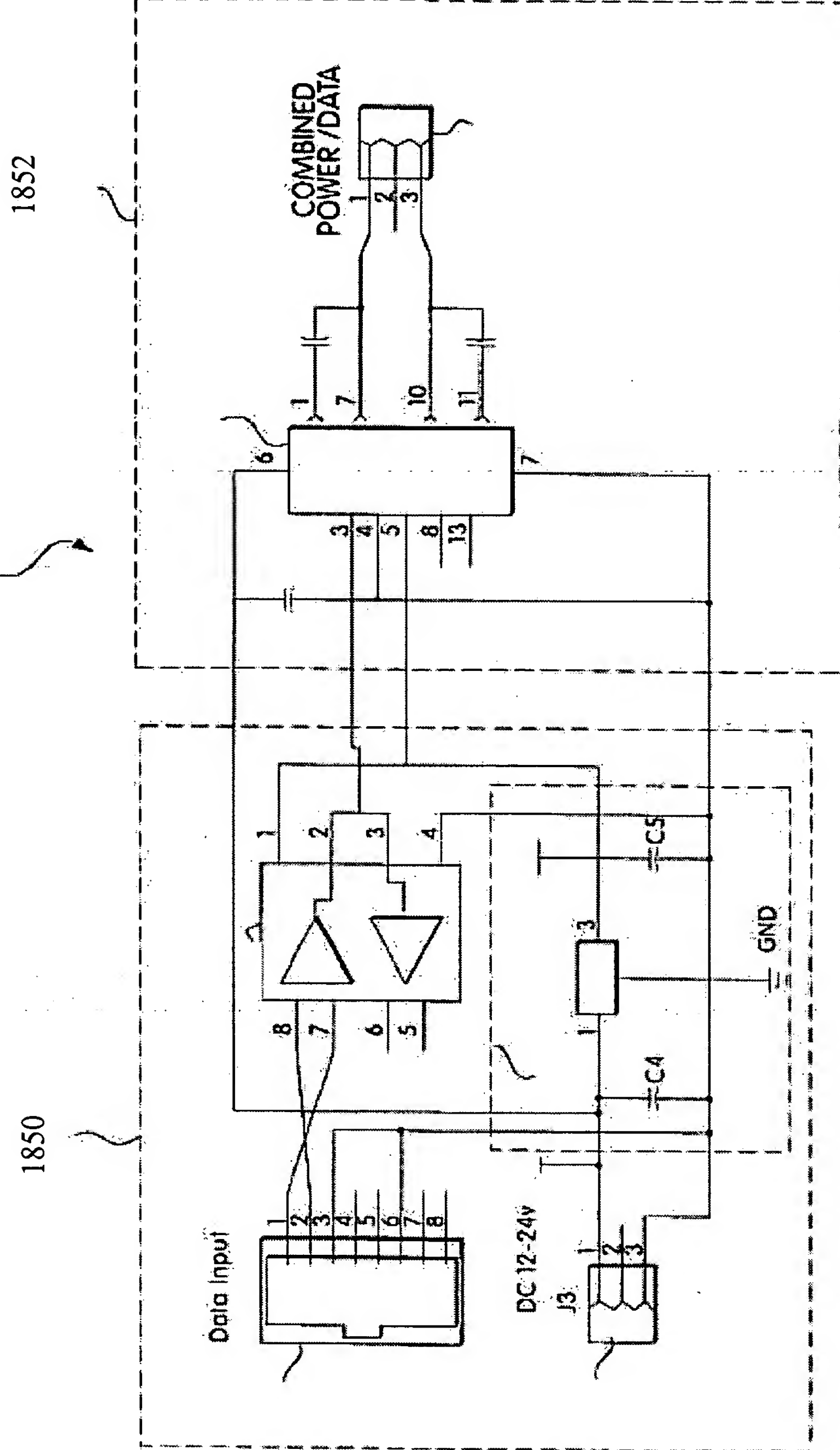


Fig. 18

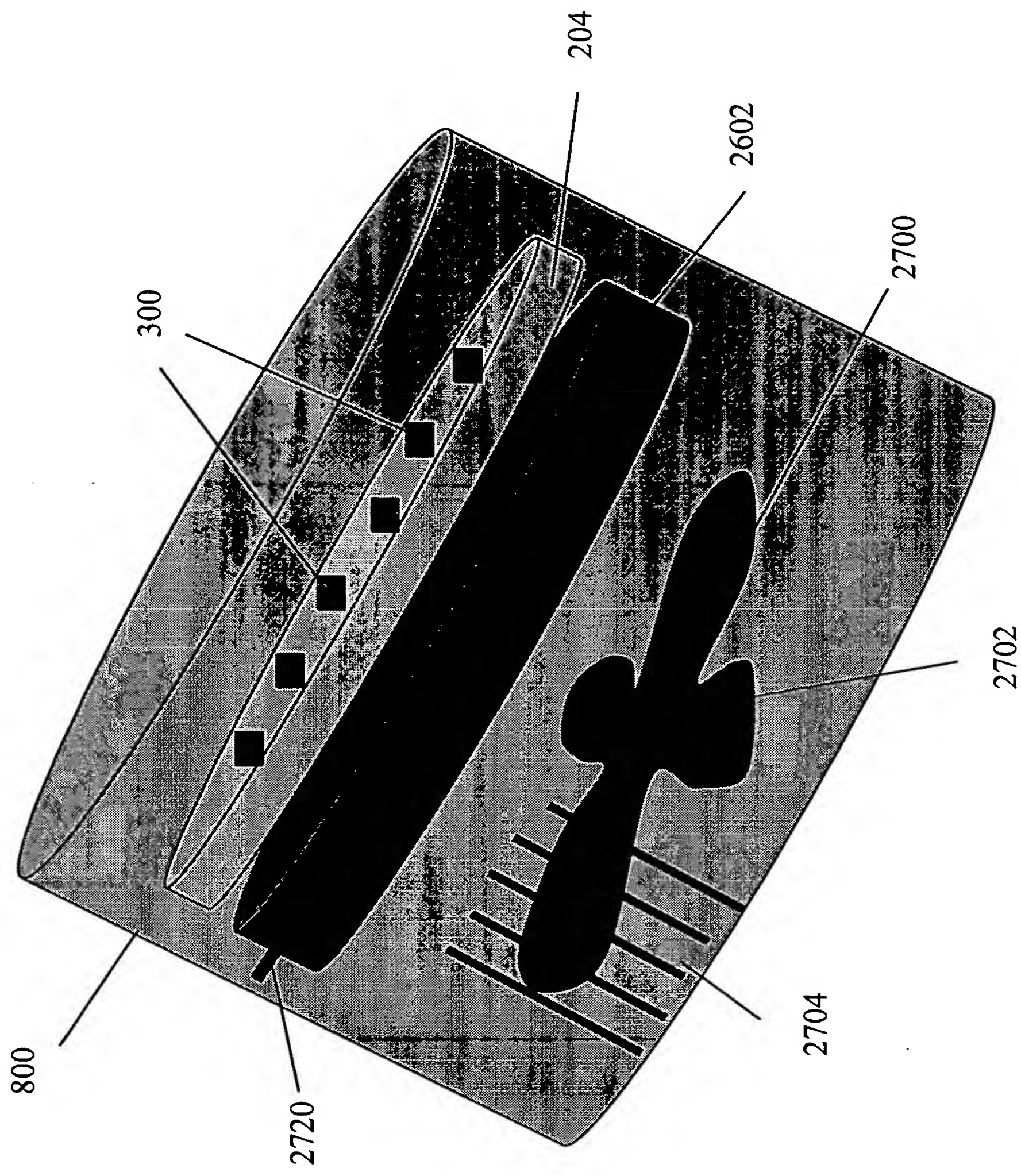


Fig. 19

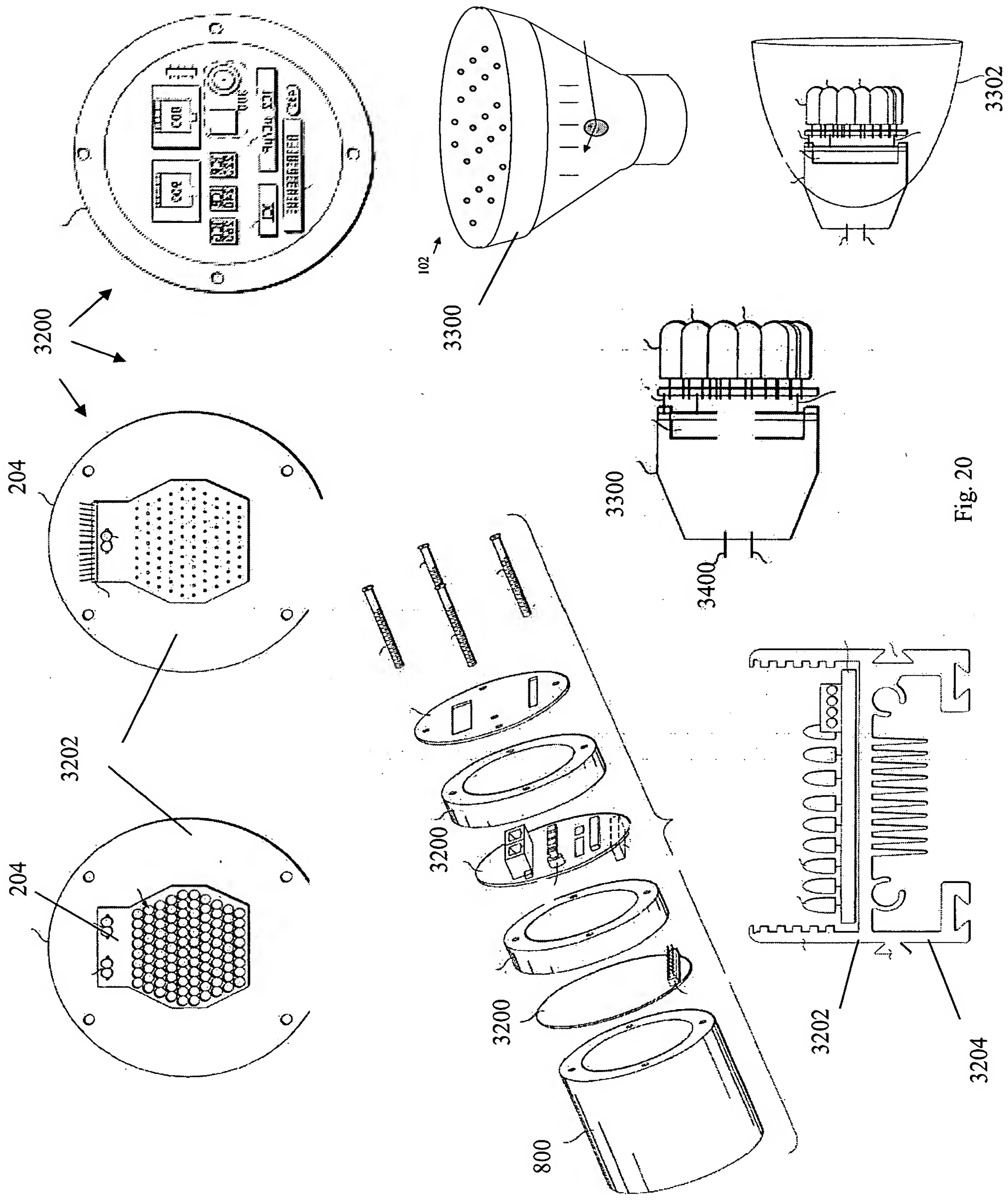


Fig. 20

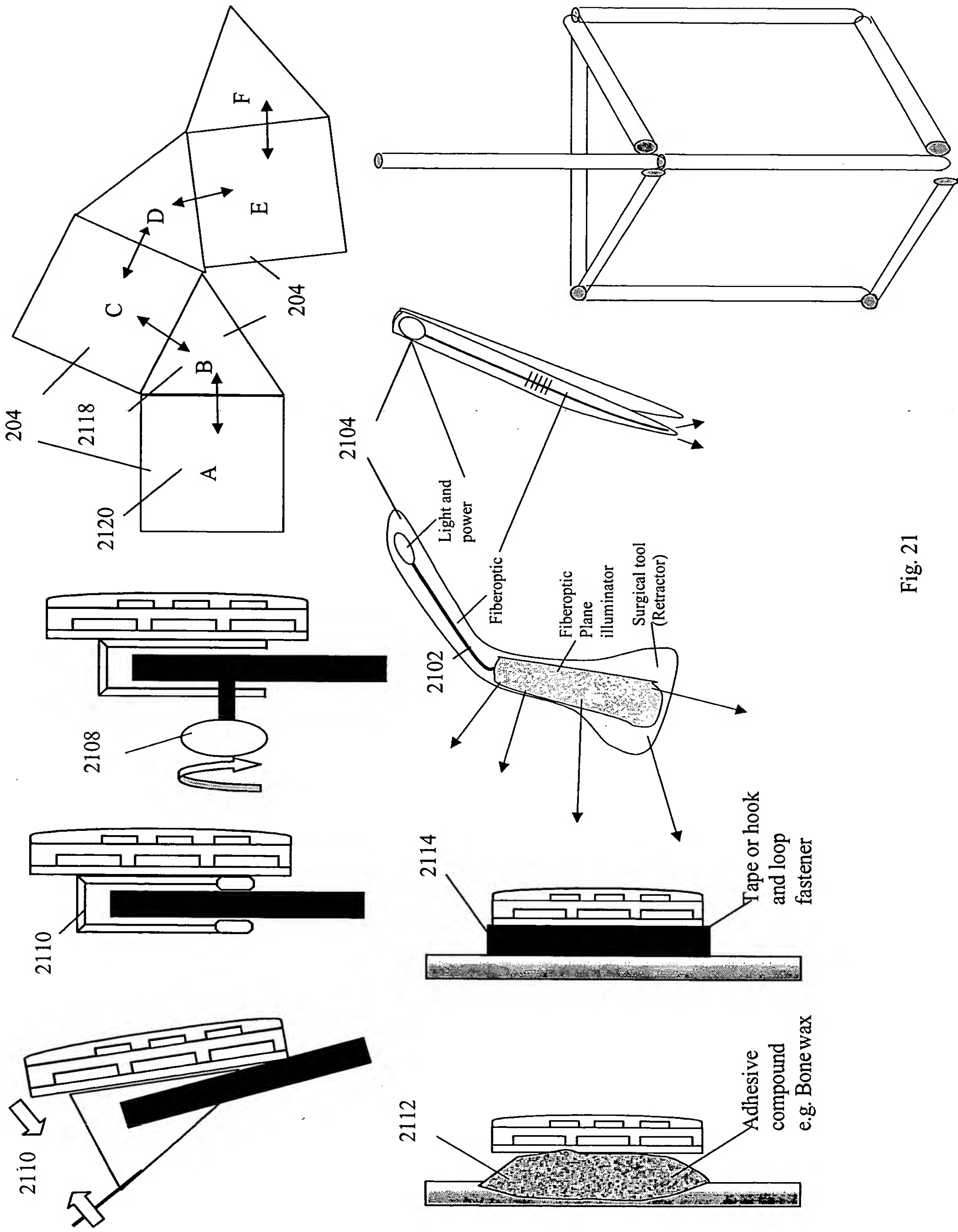
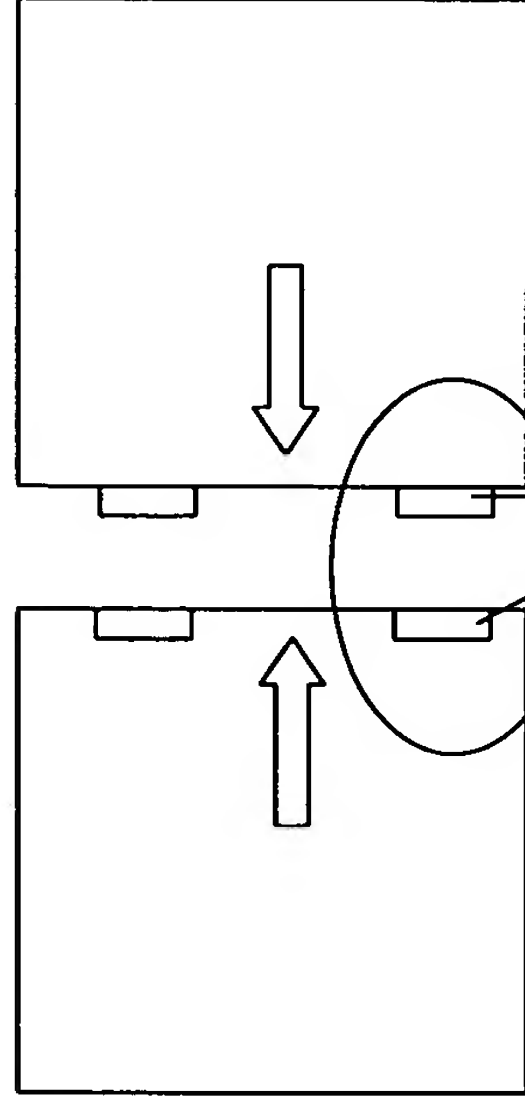
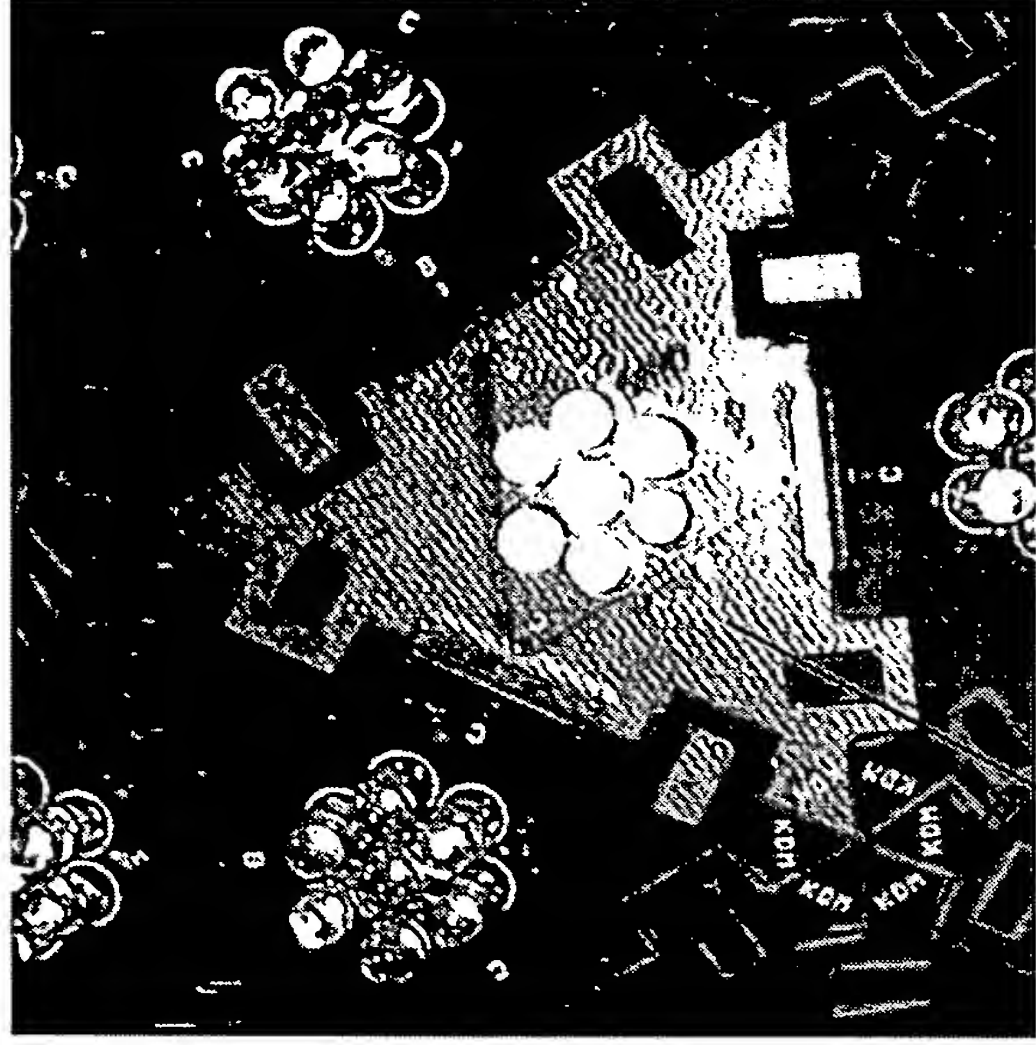
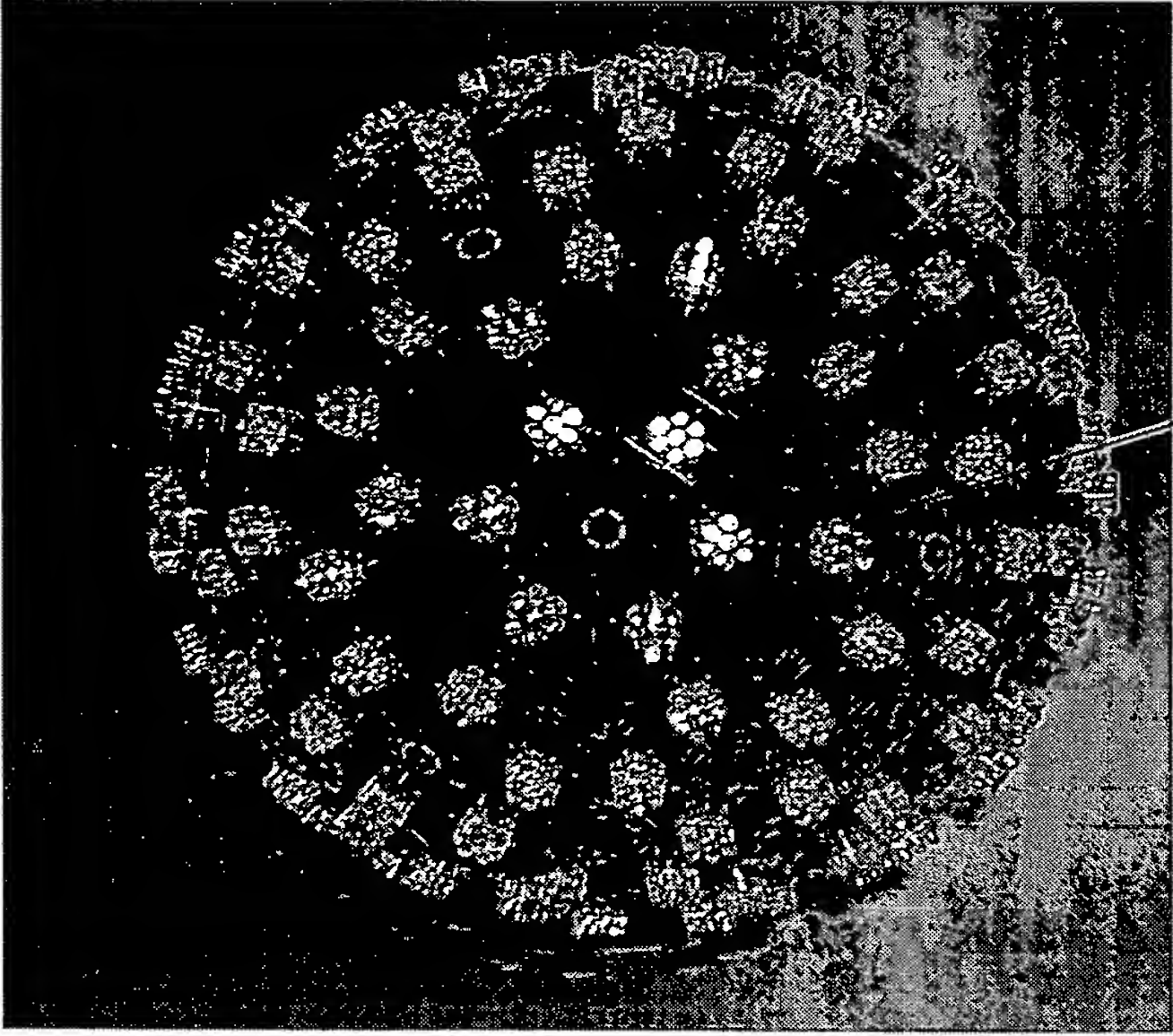


Fig. 21



Mechanical and Electrical 2202  
connection

Fig. 22



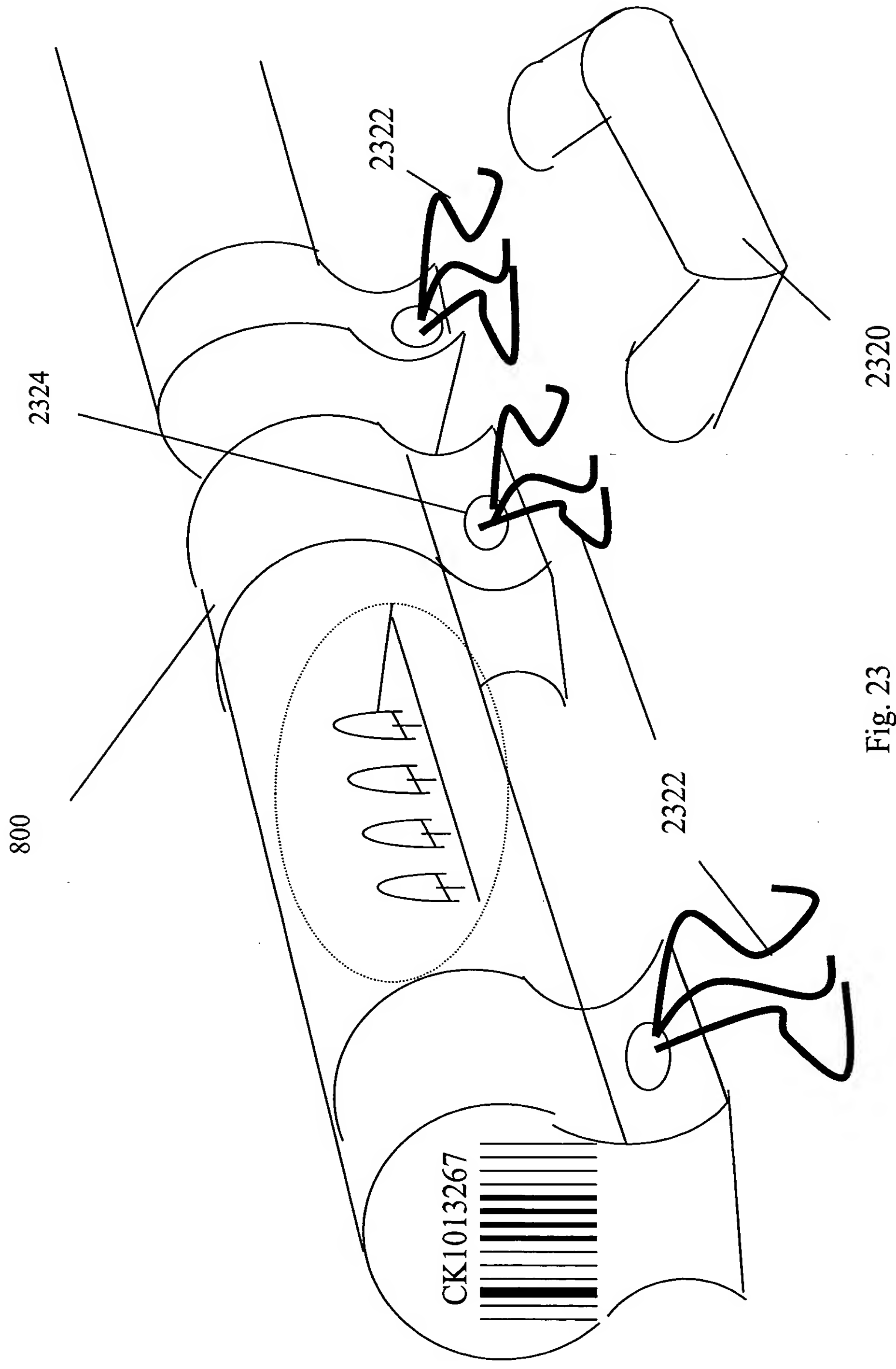


Fig. 23

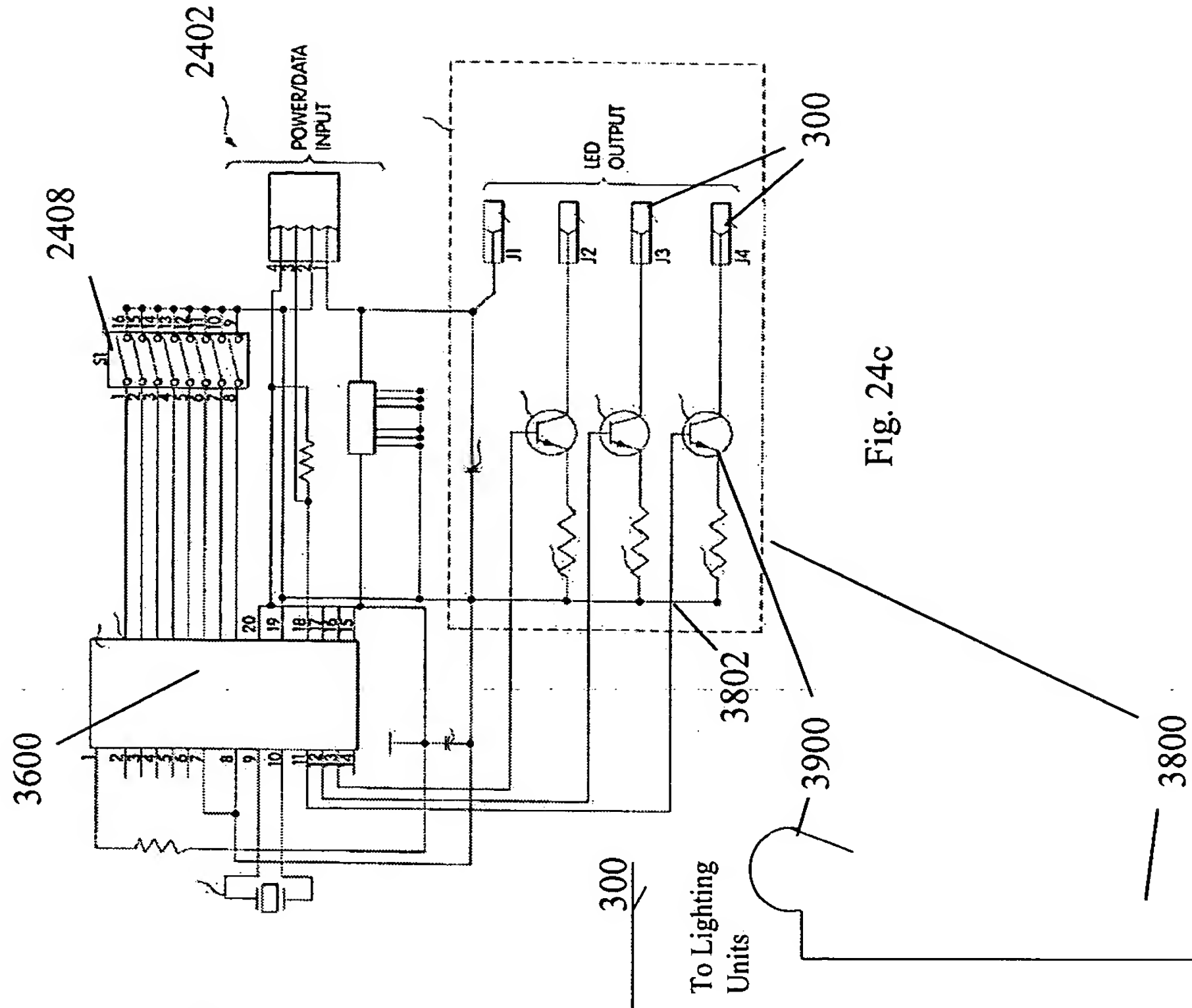
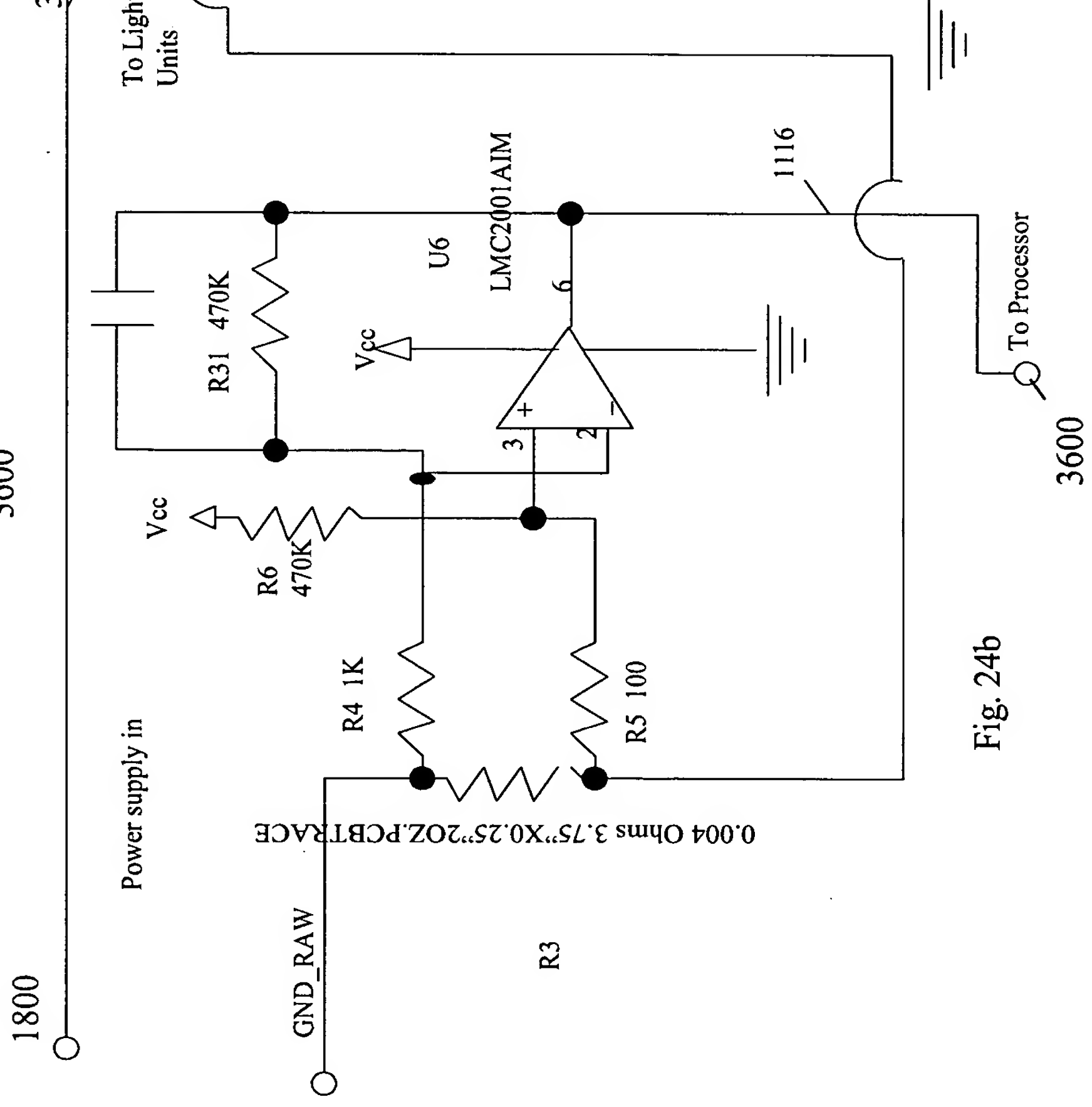
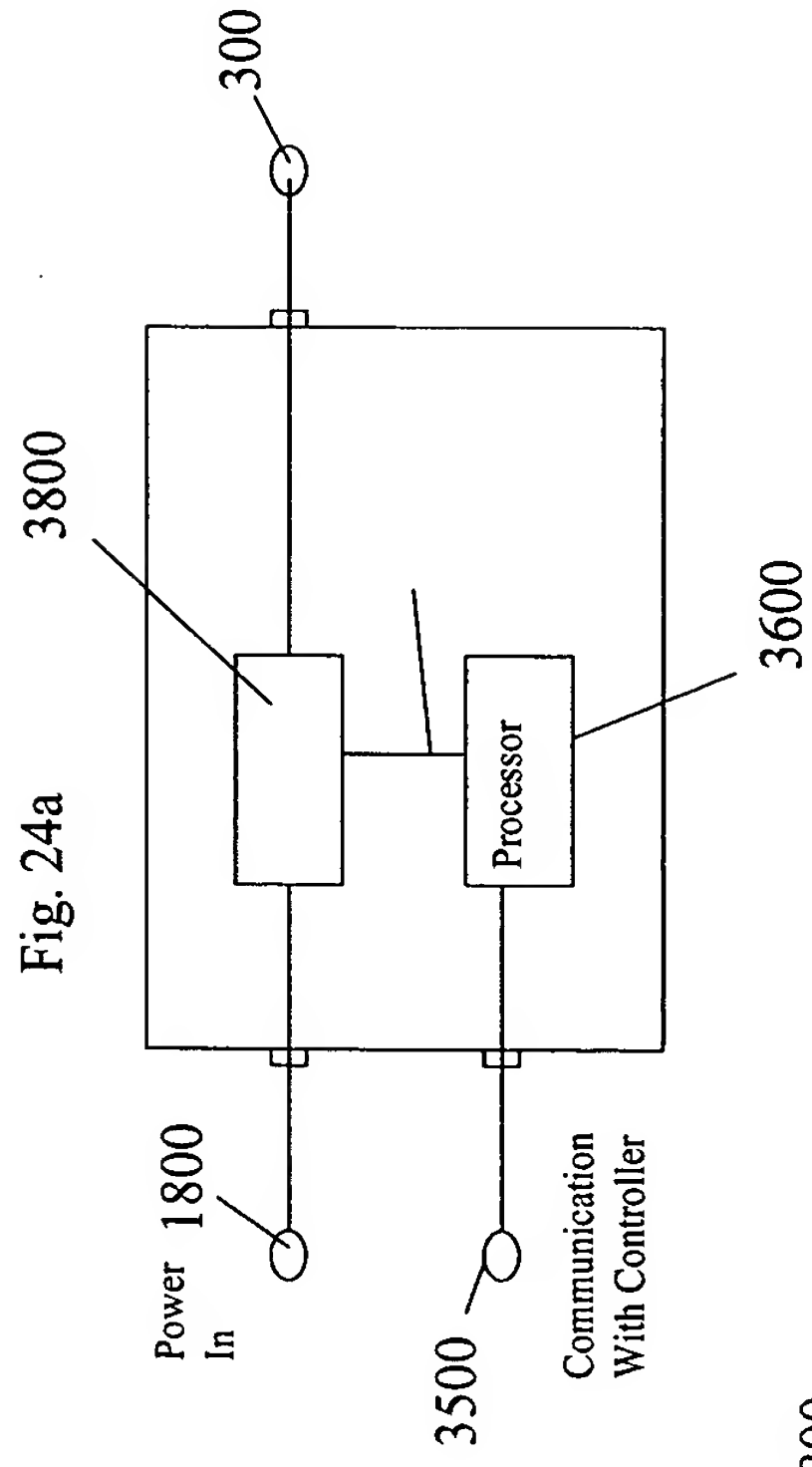


Fig. 24

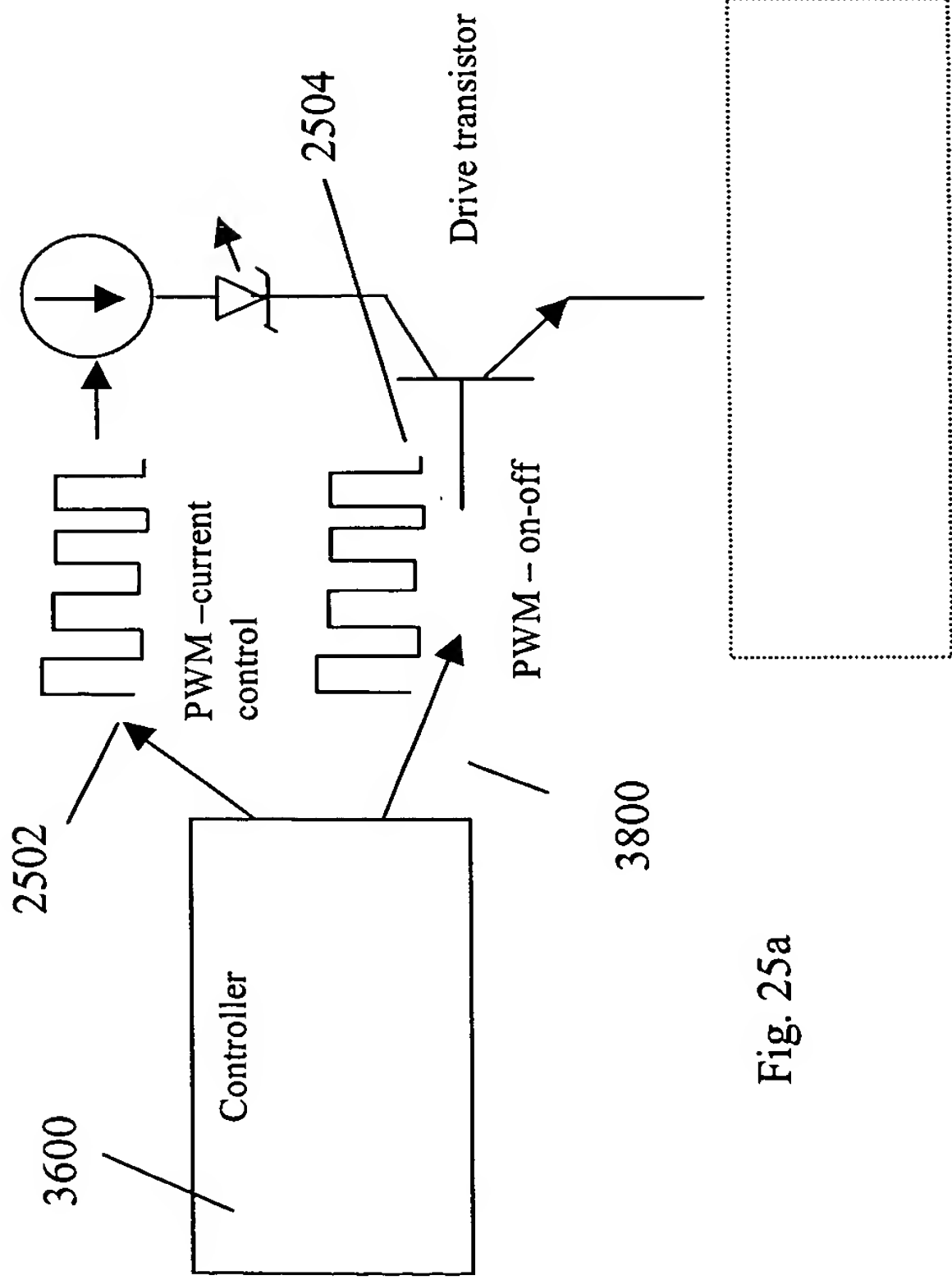


Fig. 25a

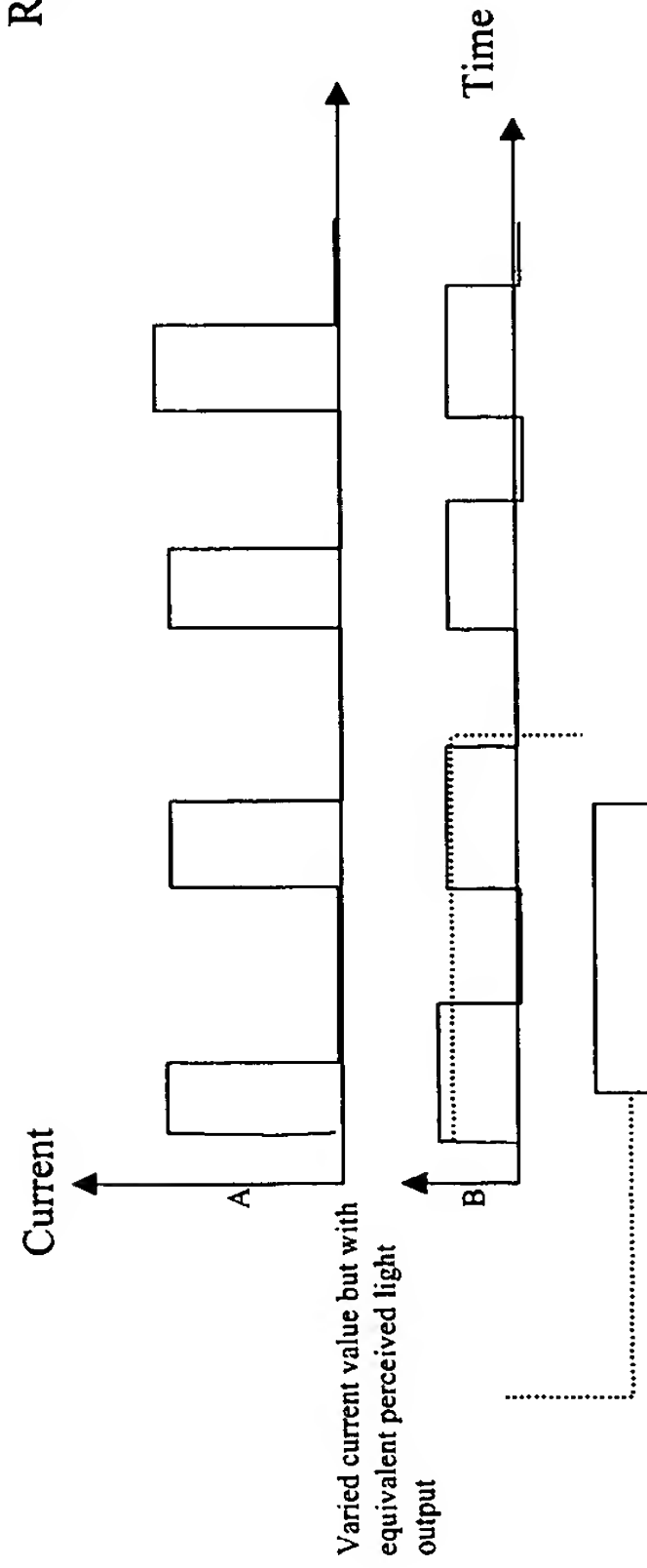


Fig. 25b

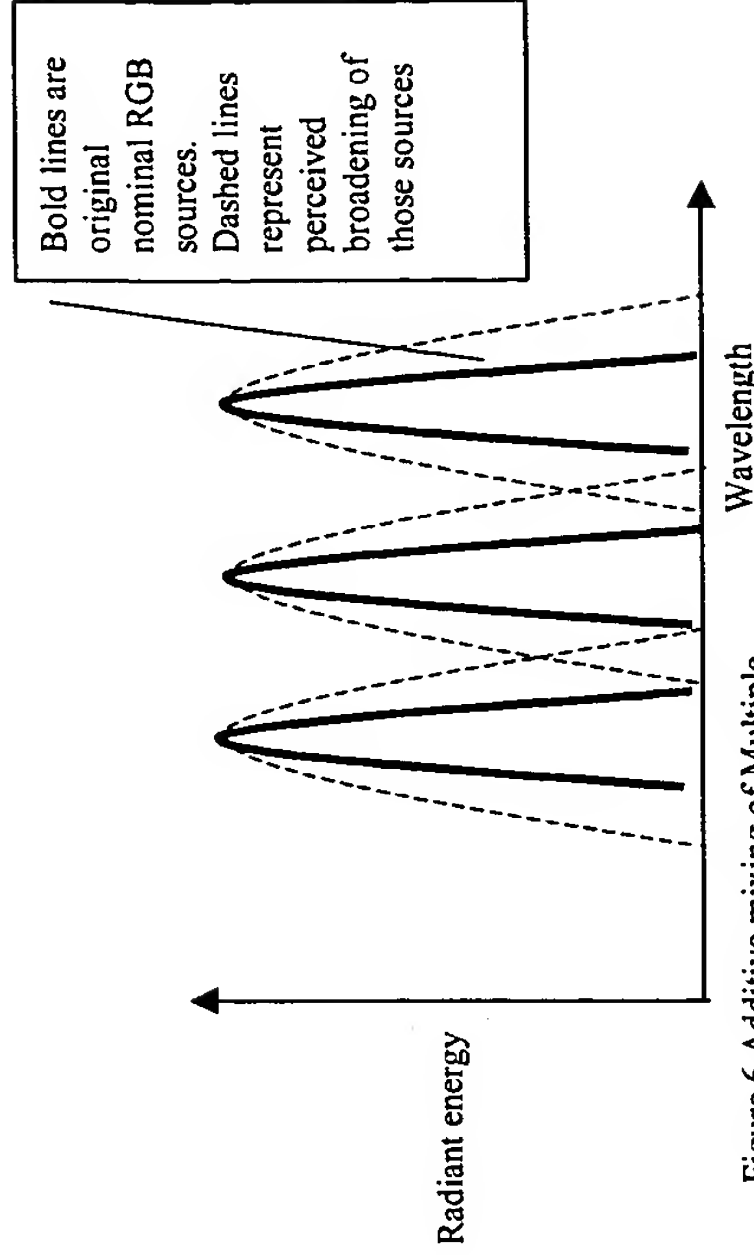


Figure 6 Additive mixing of Multiple sources to produce broad spectrum sources - including white.

Fig. 25c

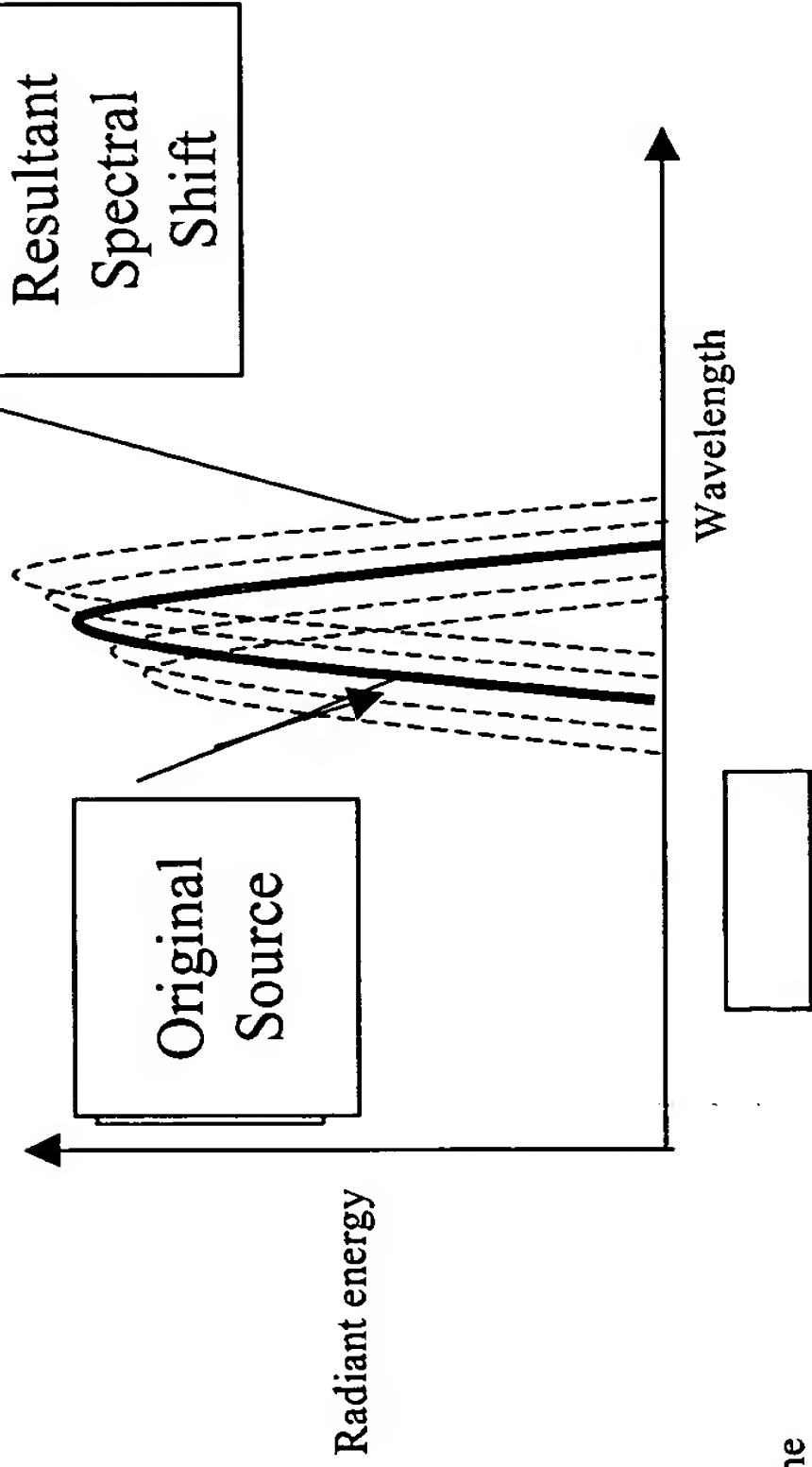


Fig. 25d

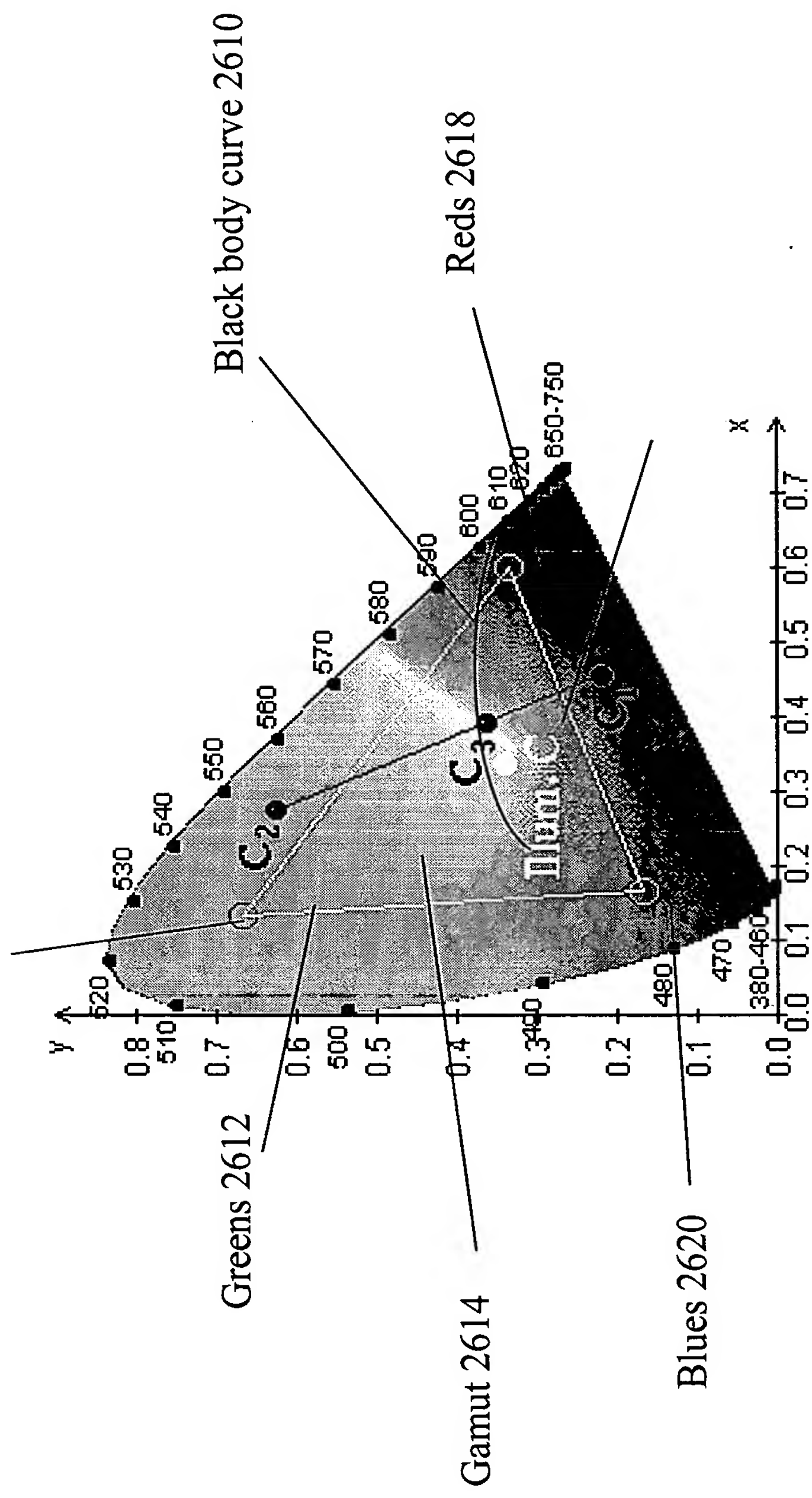


Fig. 26

Fig. 27a

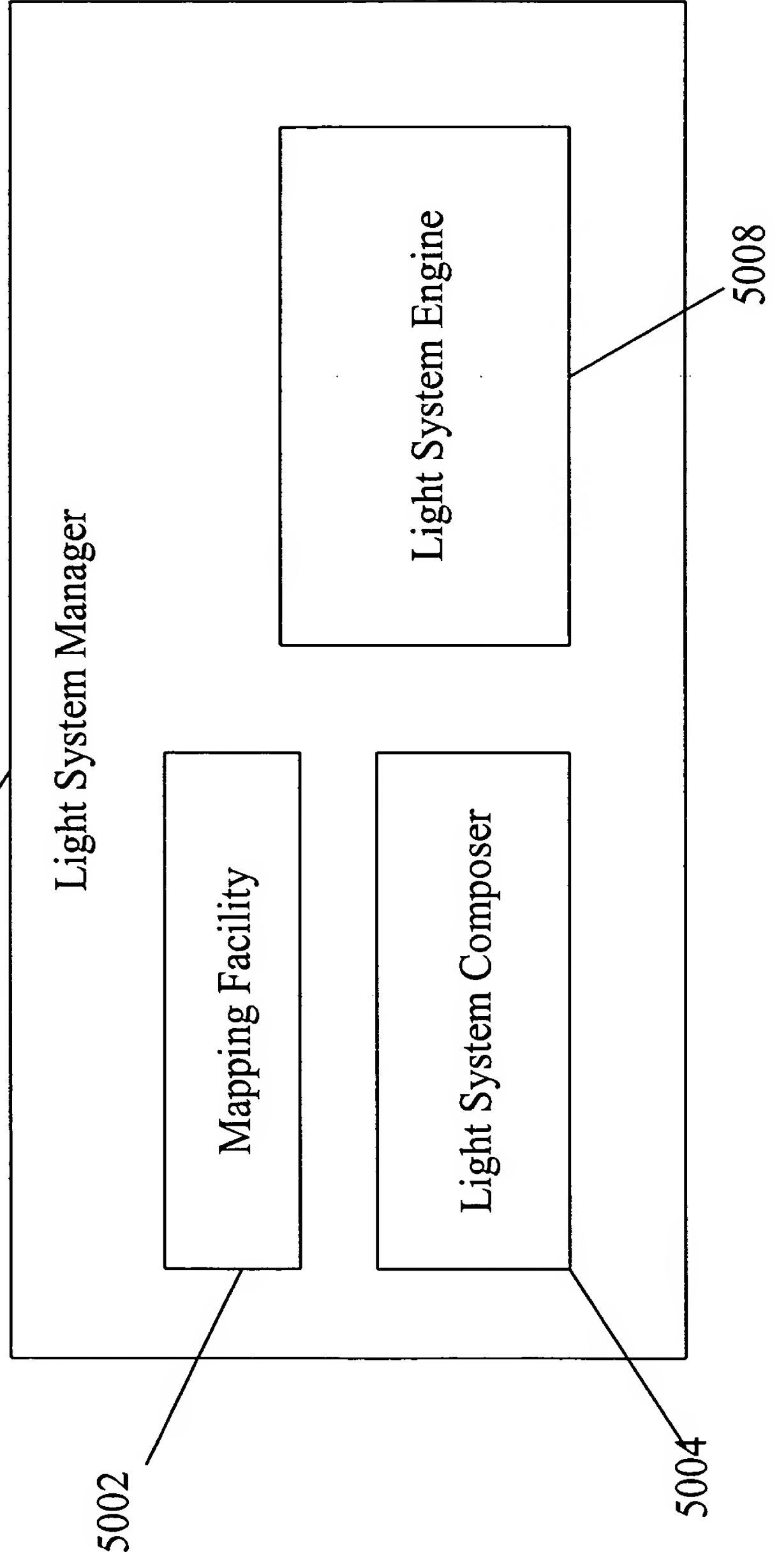
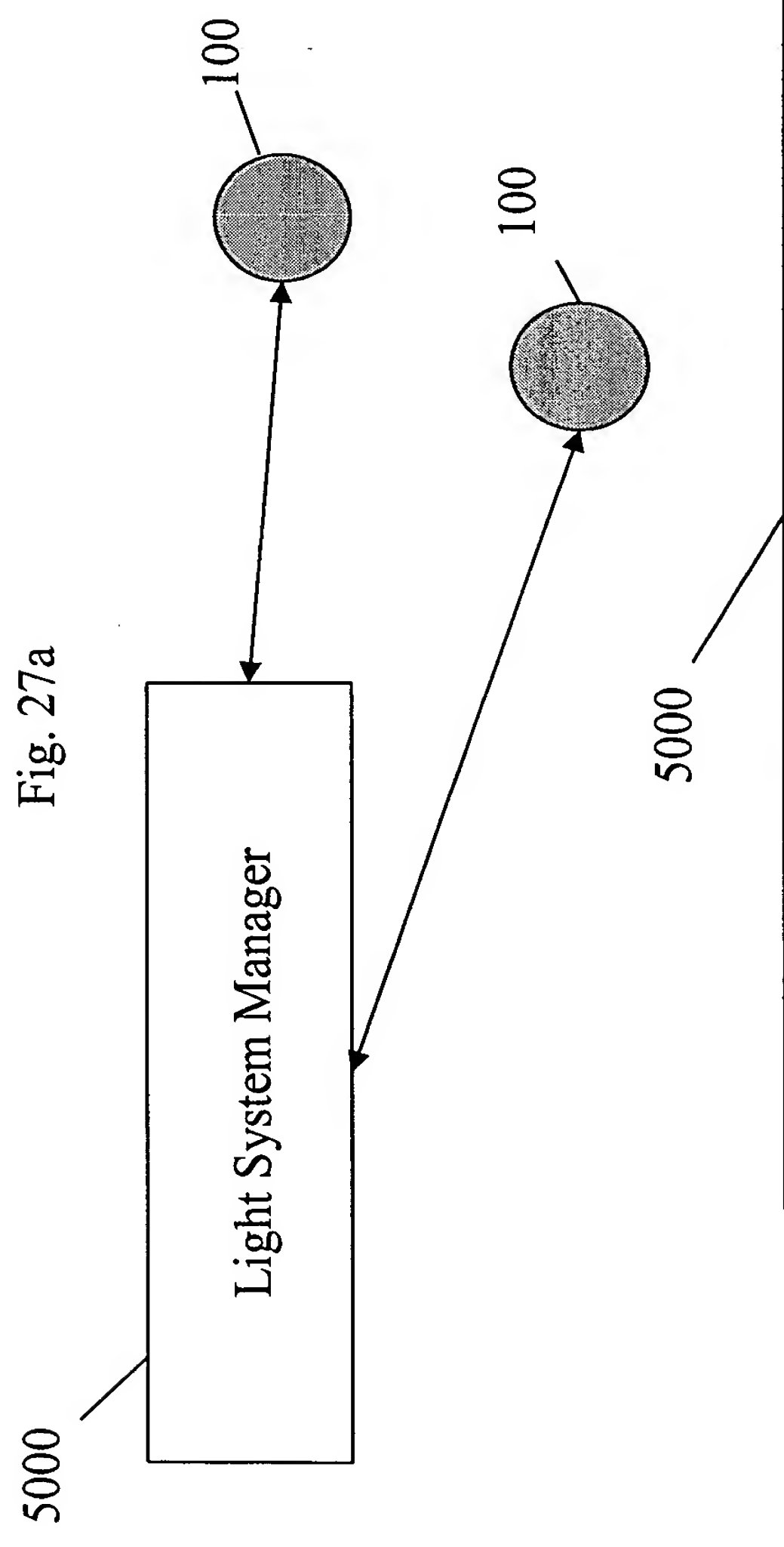


Fig. 27b



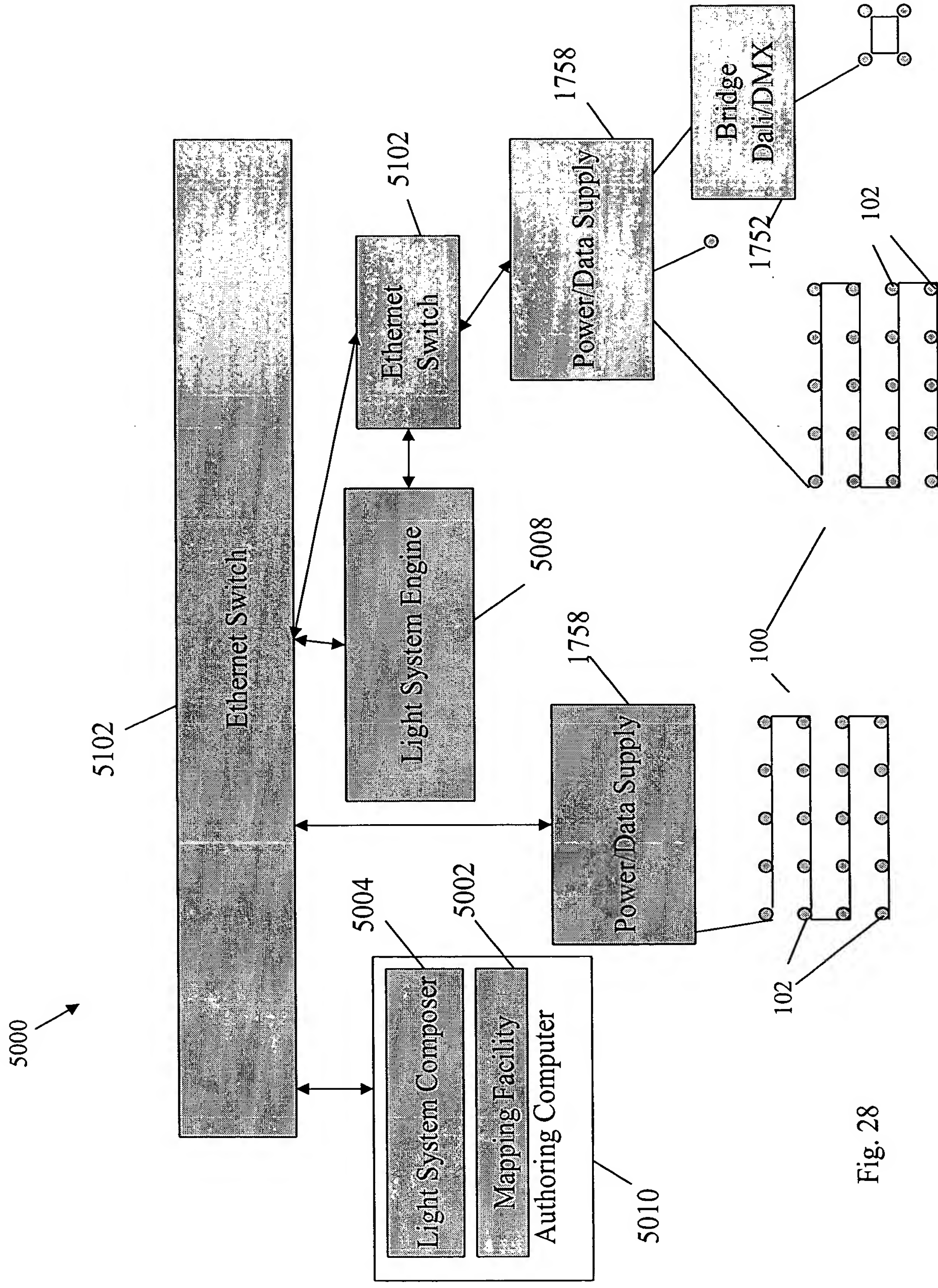


Fig. 28

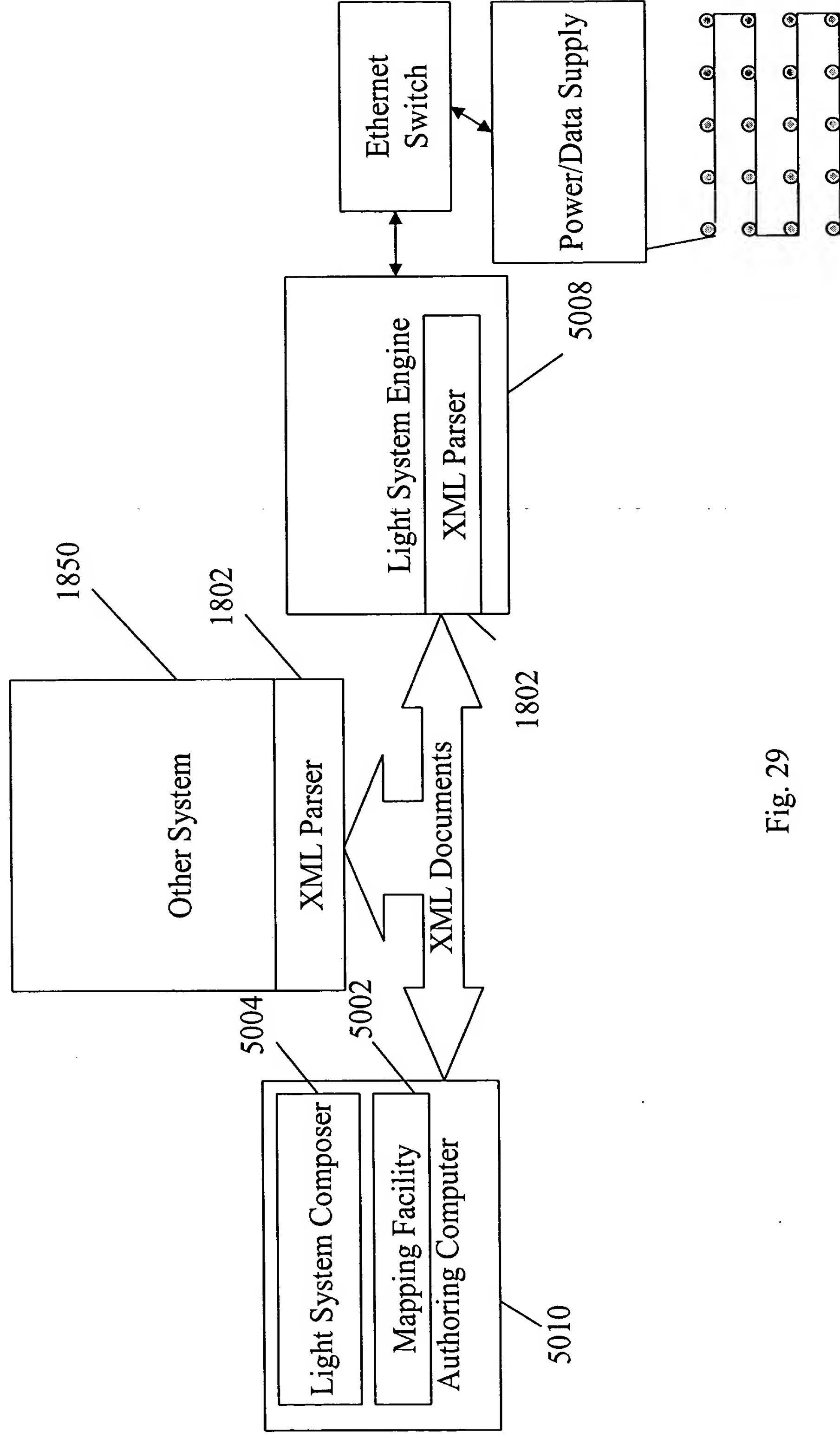


Fig. 29

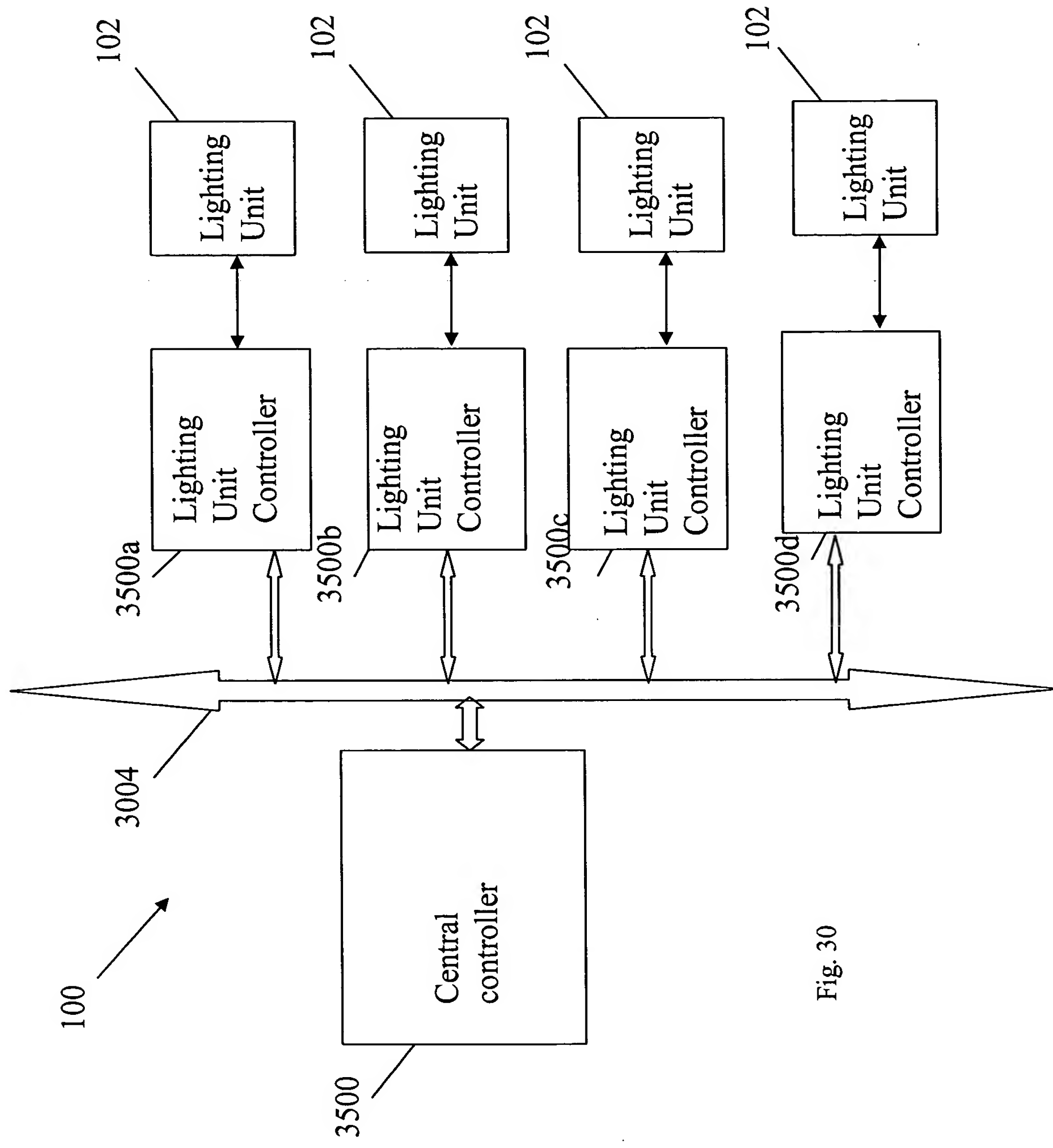


Fig. 30

Fig. 31a

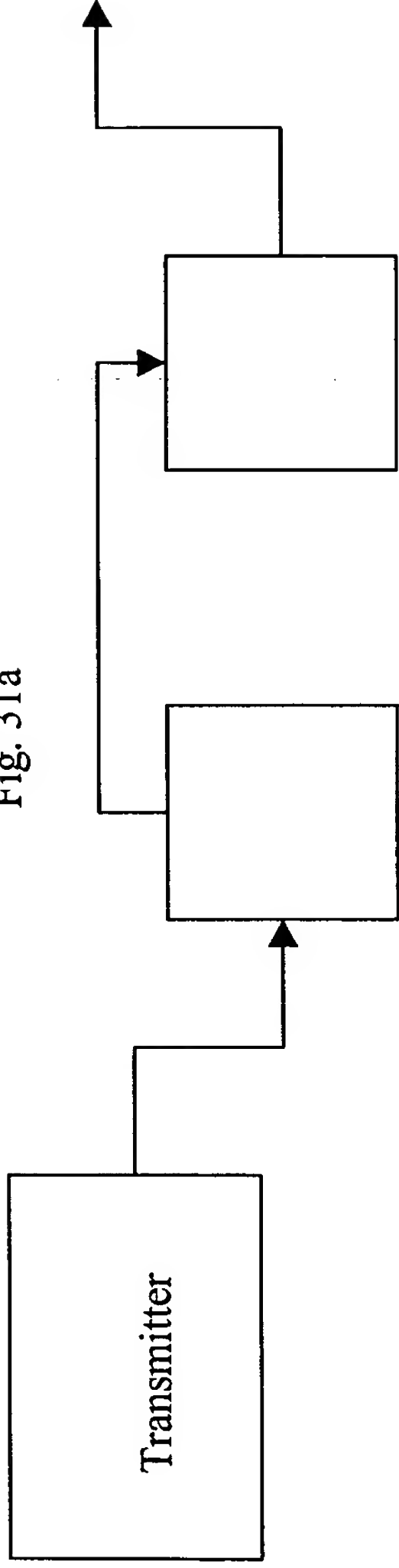


Fig. 31b

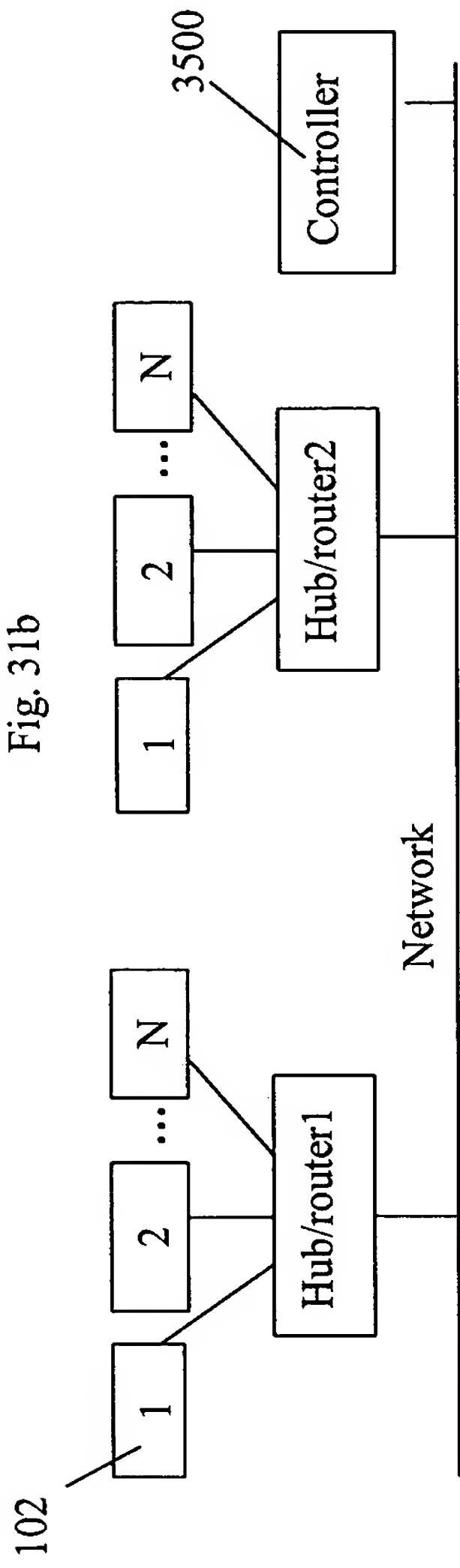
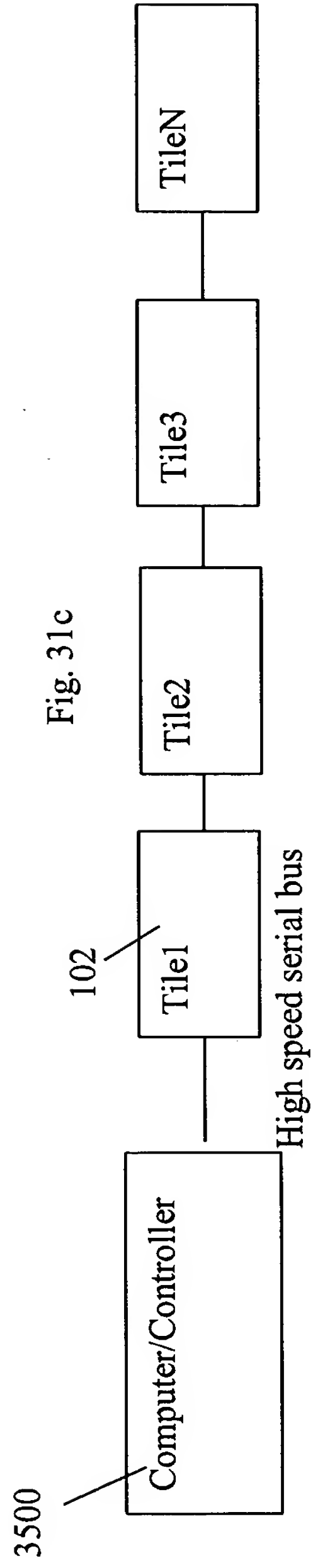


Fig. 31c



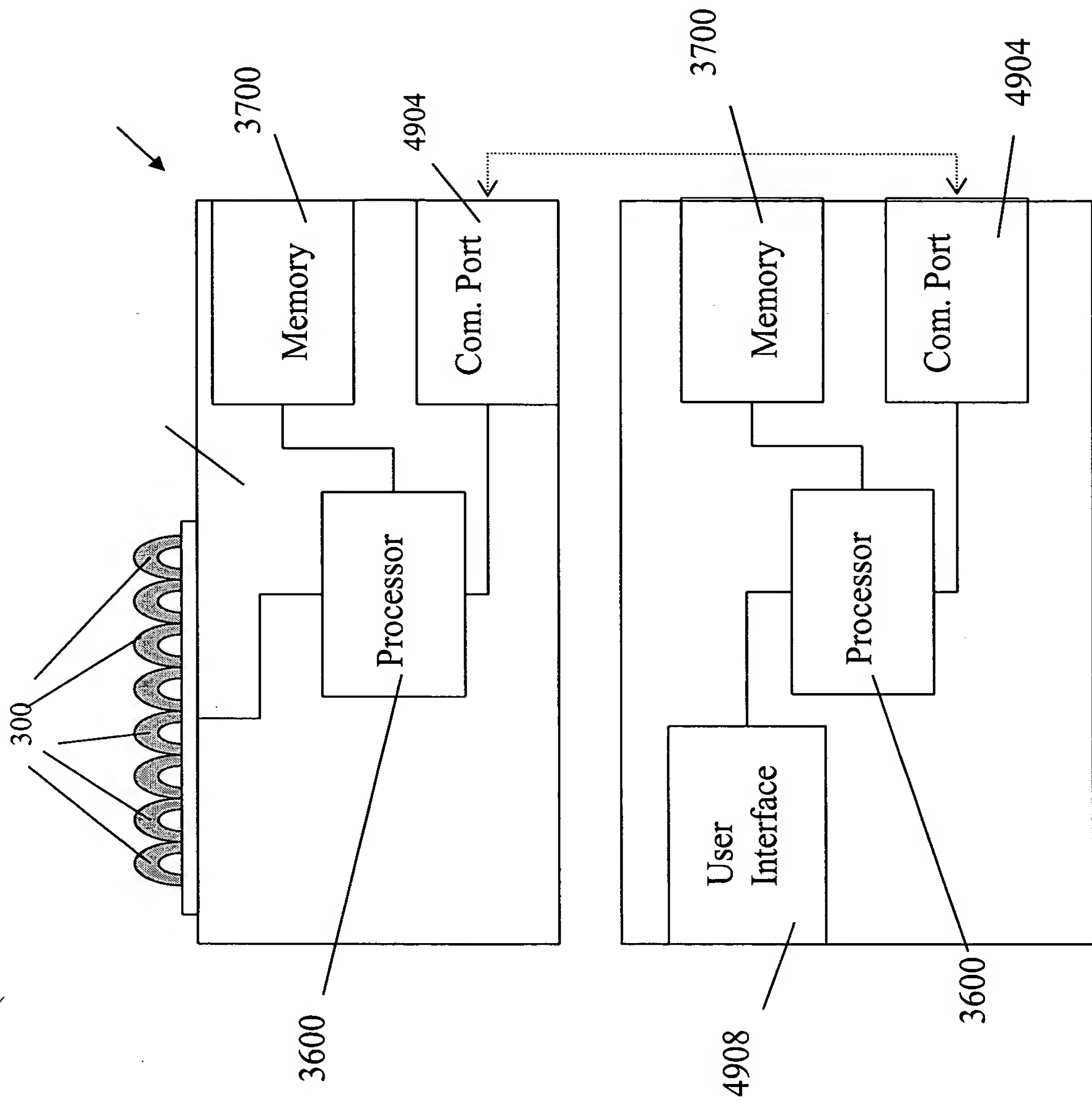


Fig. 32



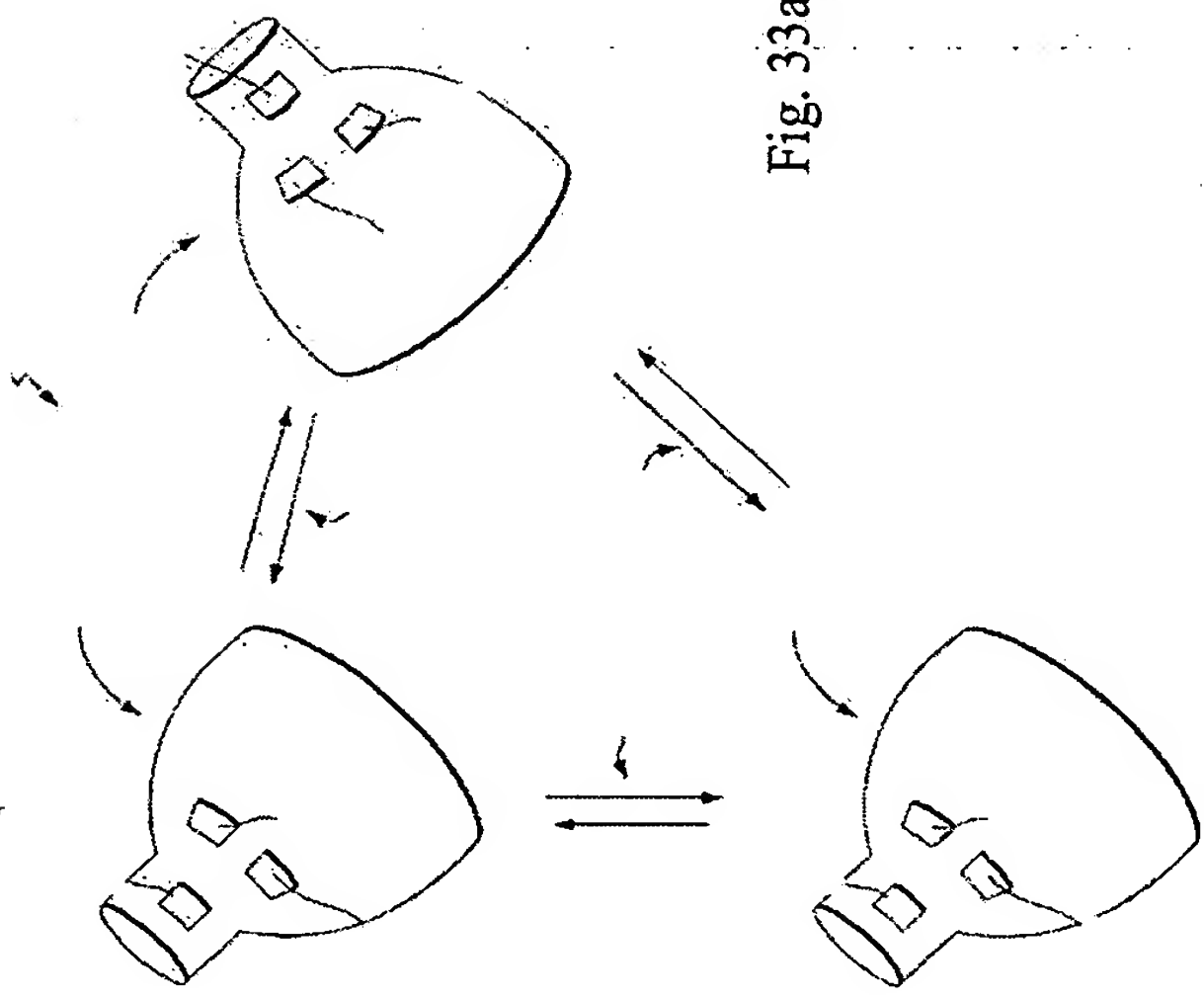


Fig. 33a

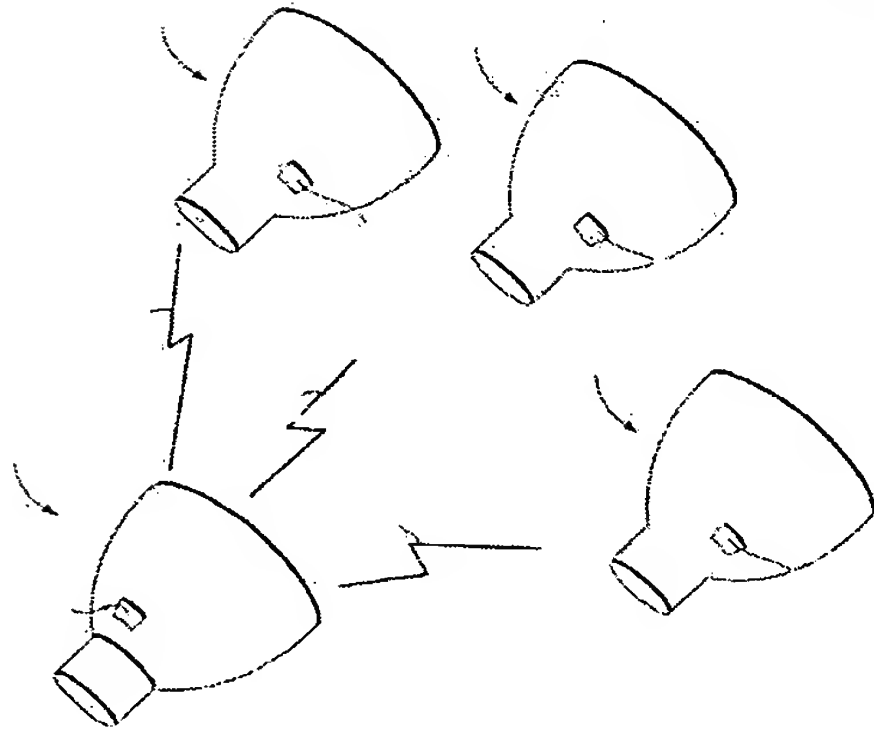


Fig. 33b

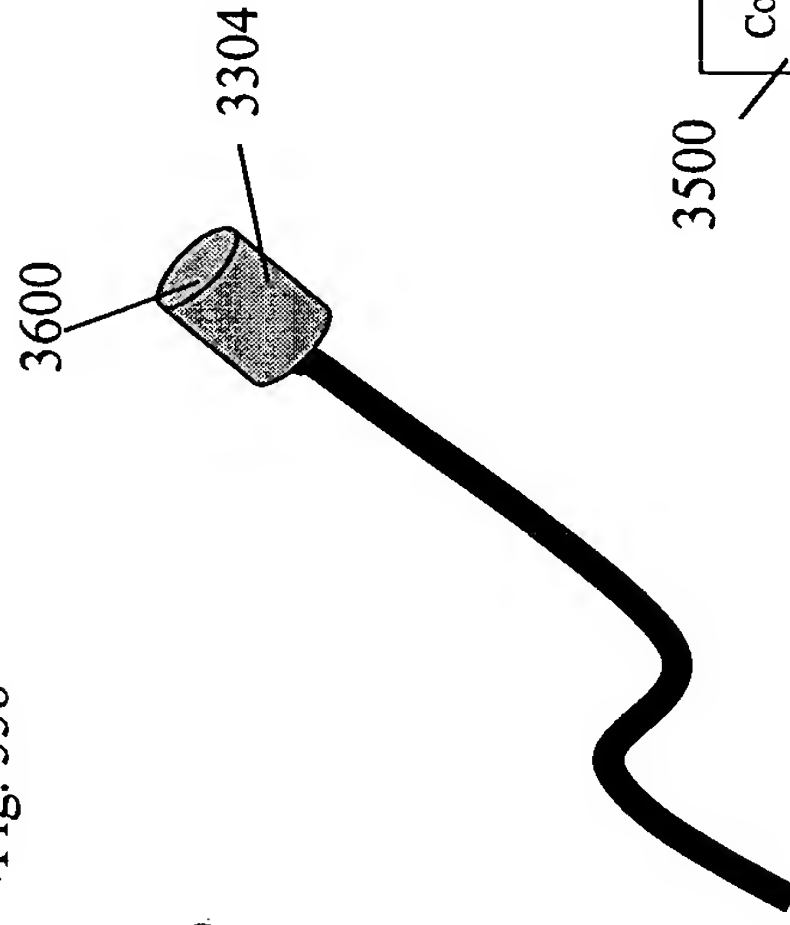


Fig. 33d

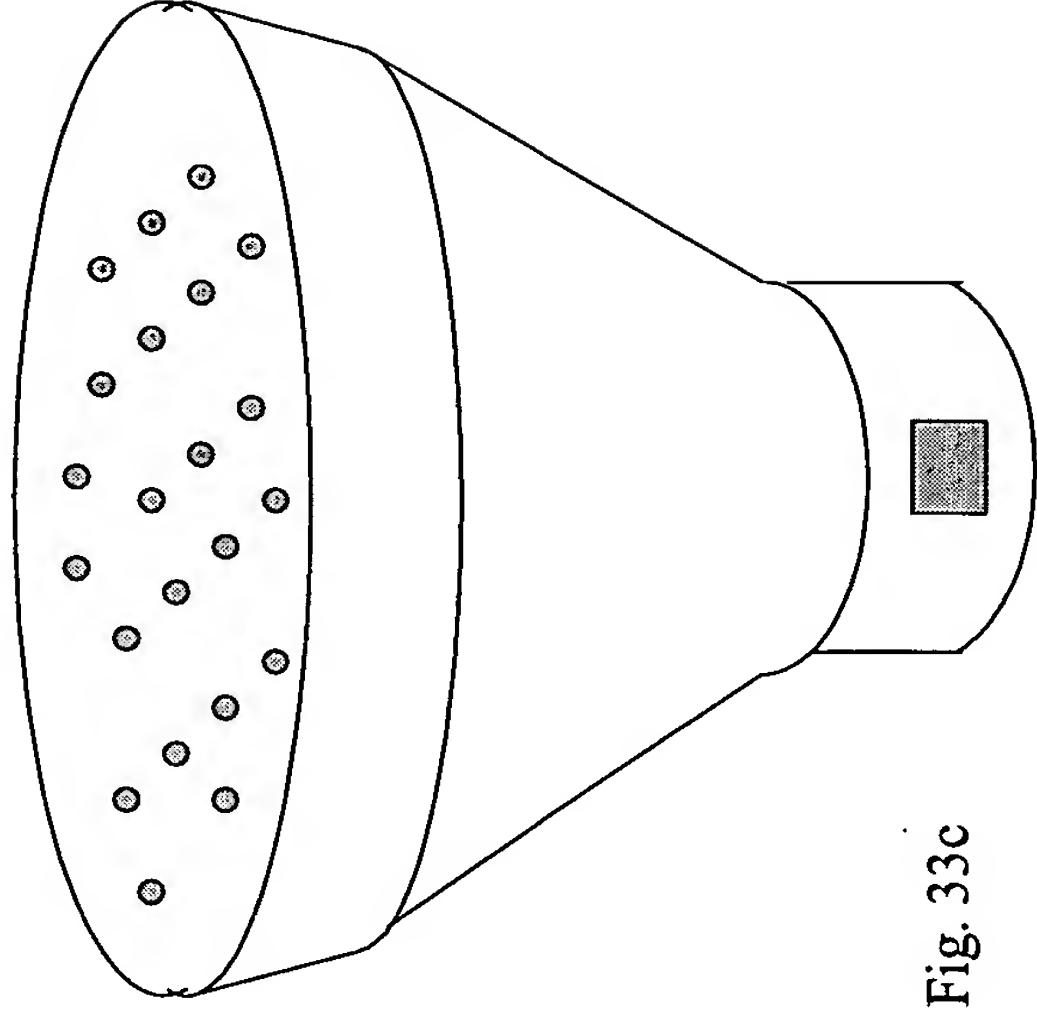


Fig. 33c

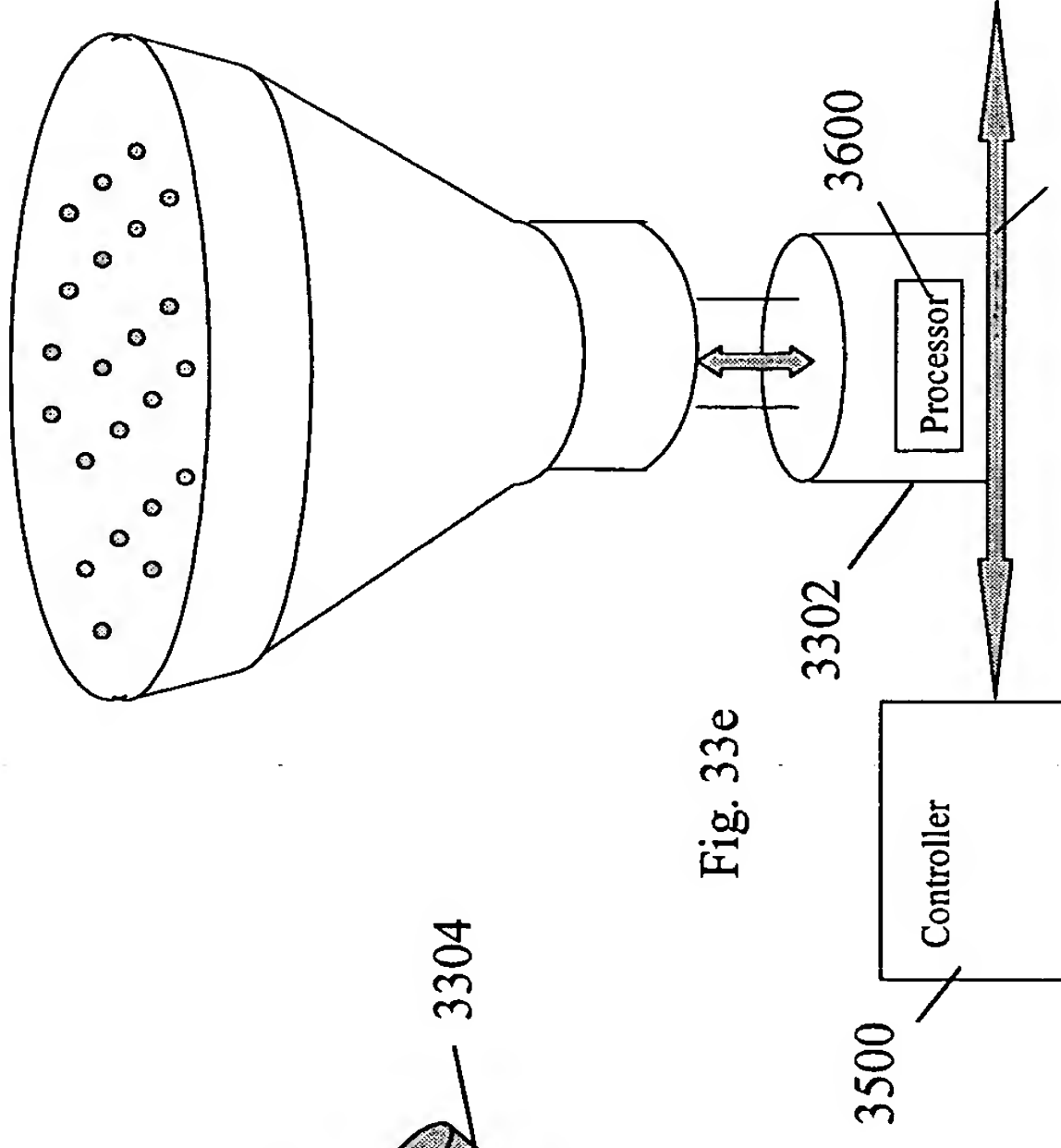


Fig. 33e

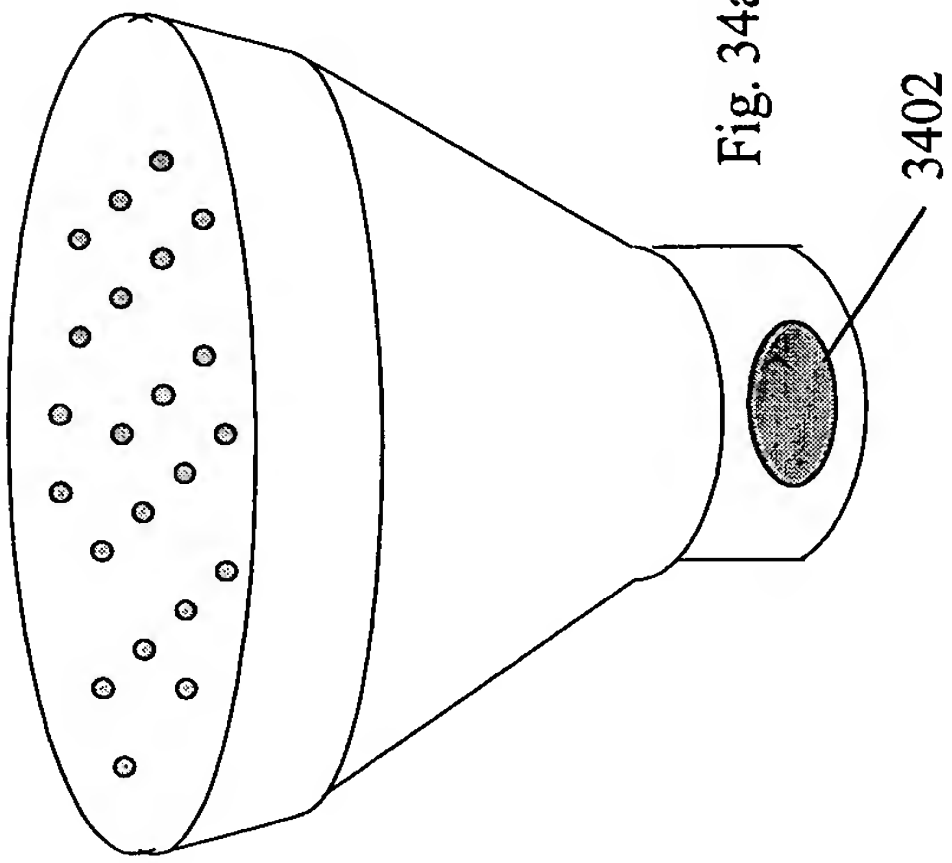


Fig. 34a

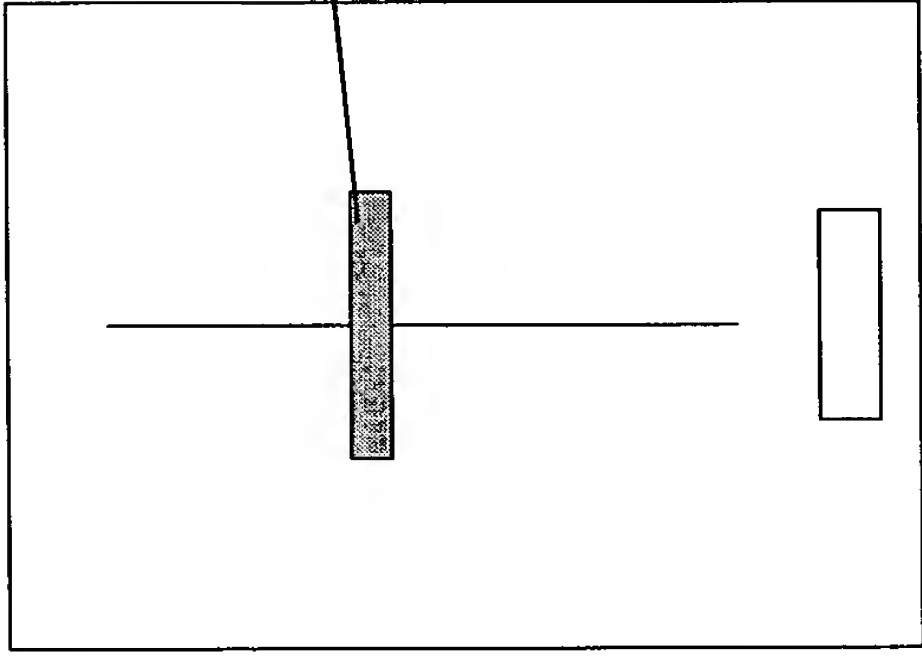


Fig. 34b

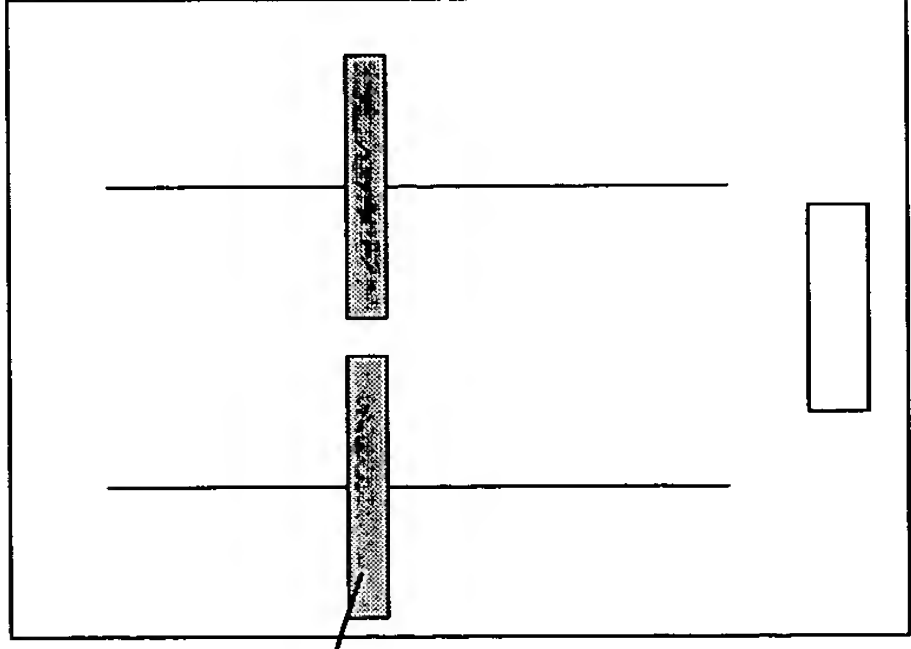


Fig. 34c

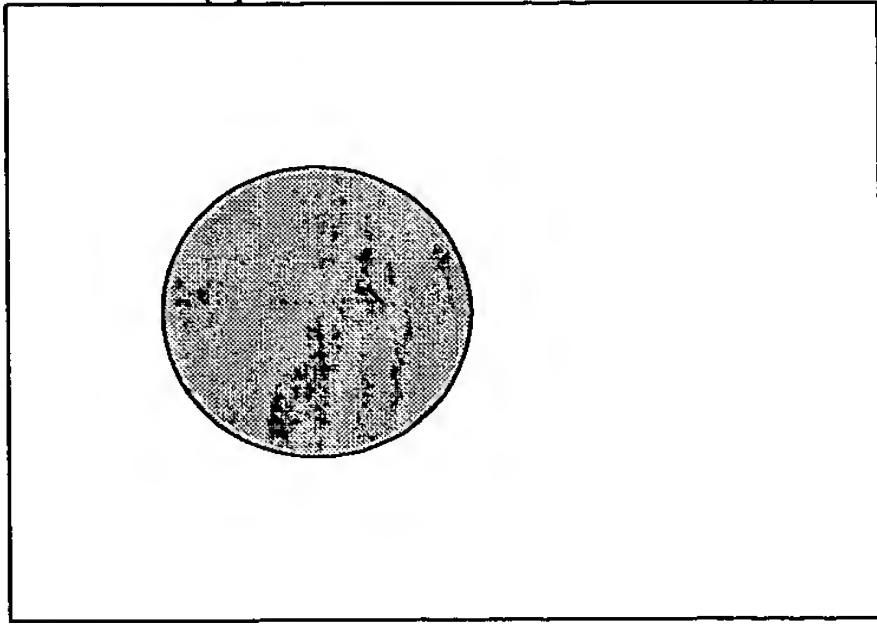


Fig. 34d

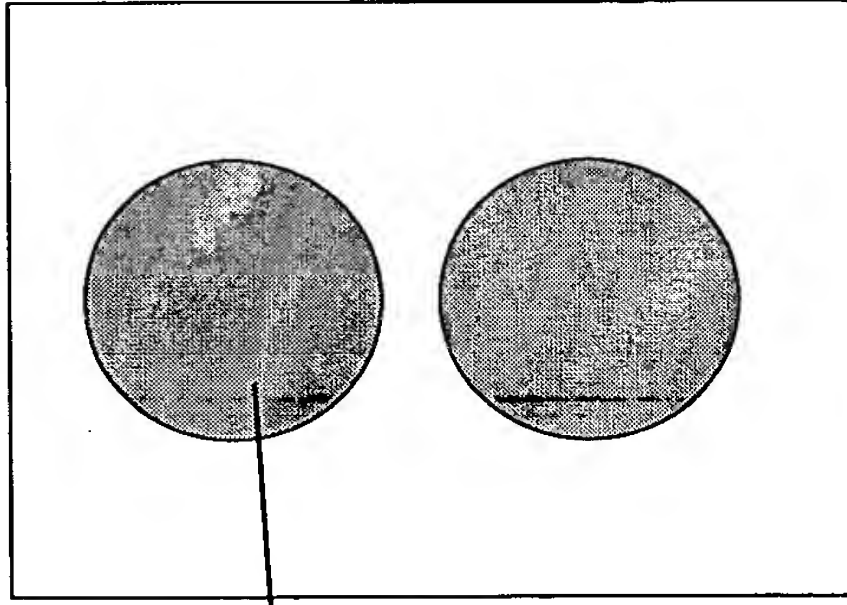


Fig. 34e

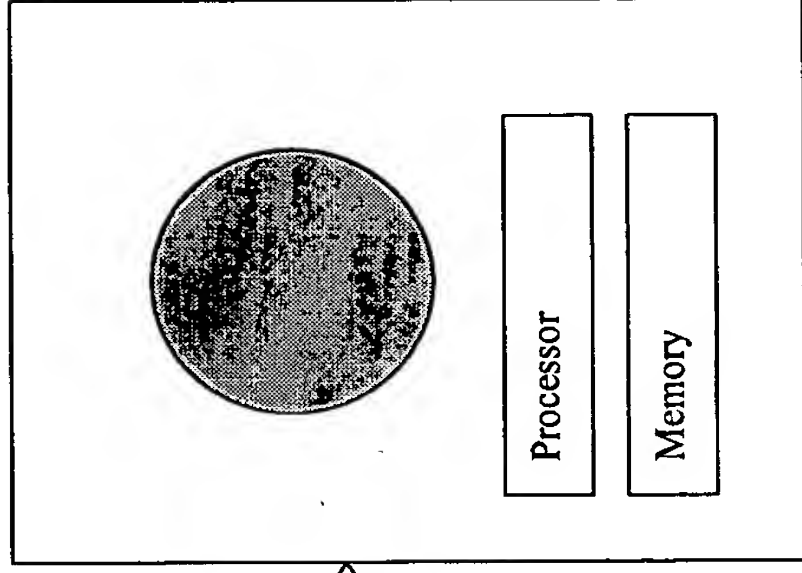


Fig. 34f

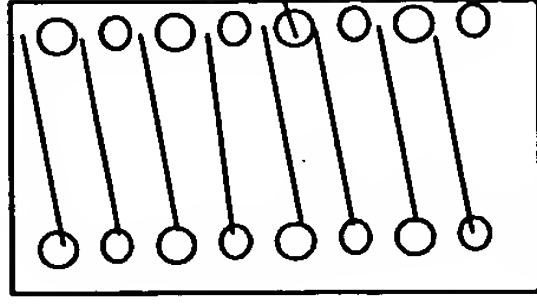


Fig. 34g

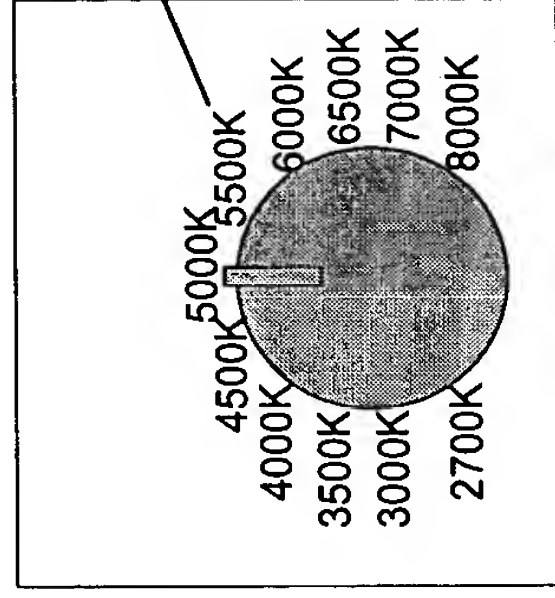


Fig. 34i

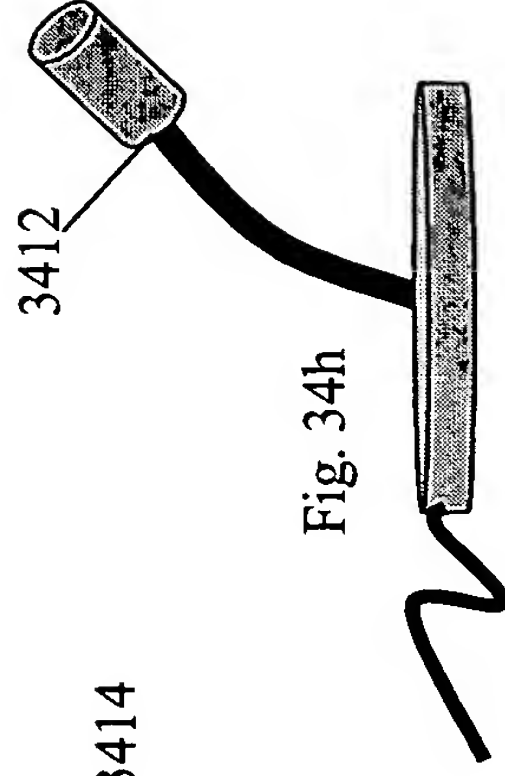


Fig. 34h

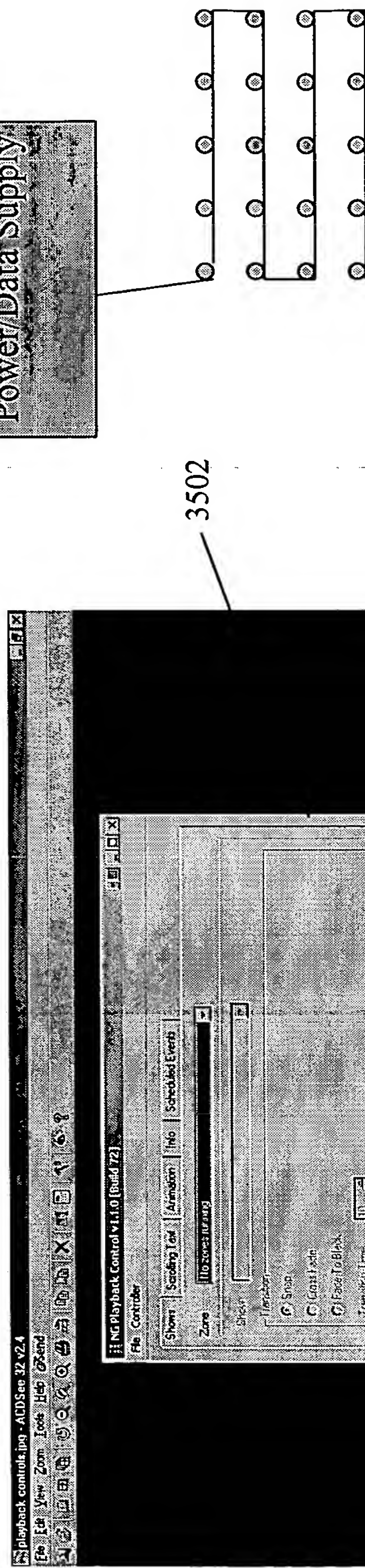
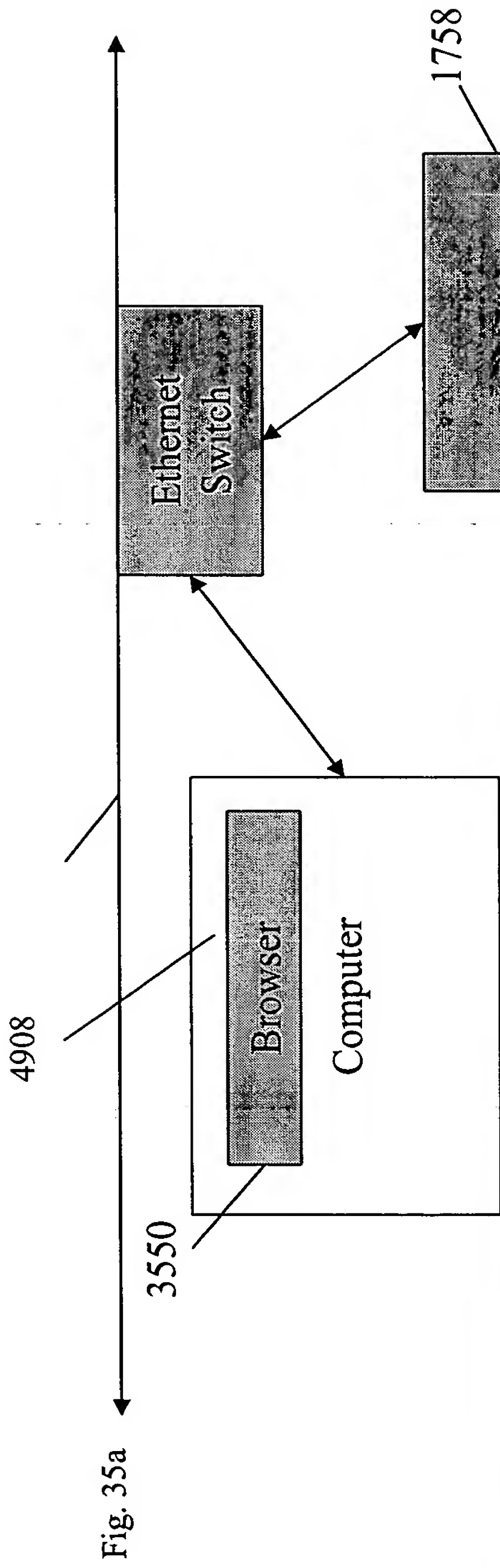


Fig. 35b

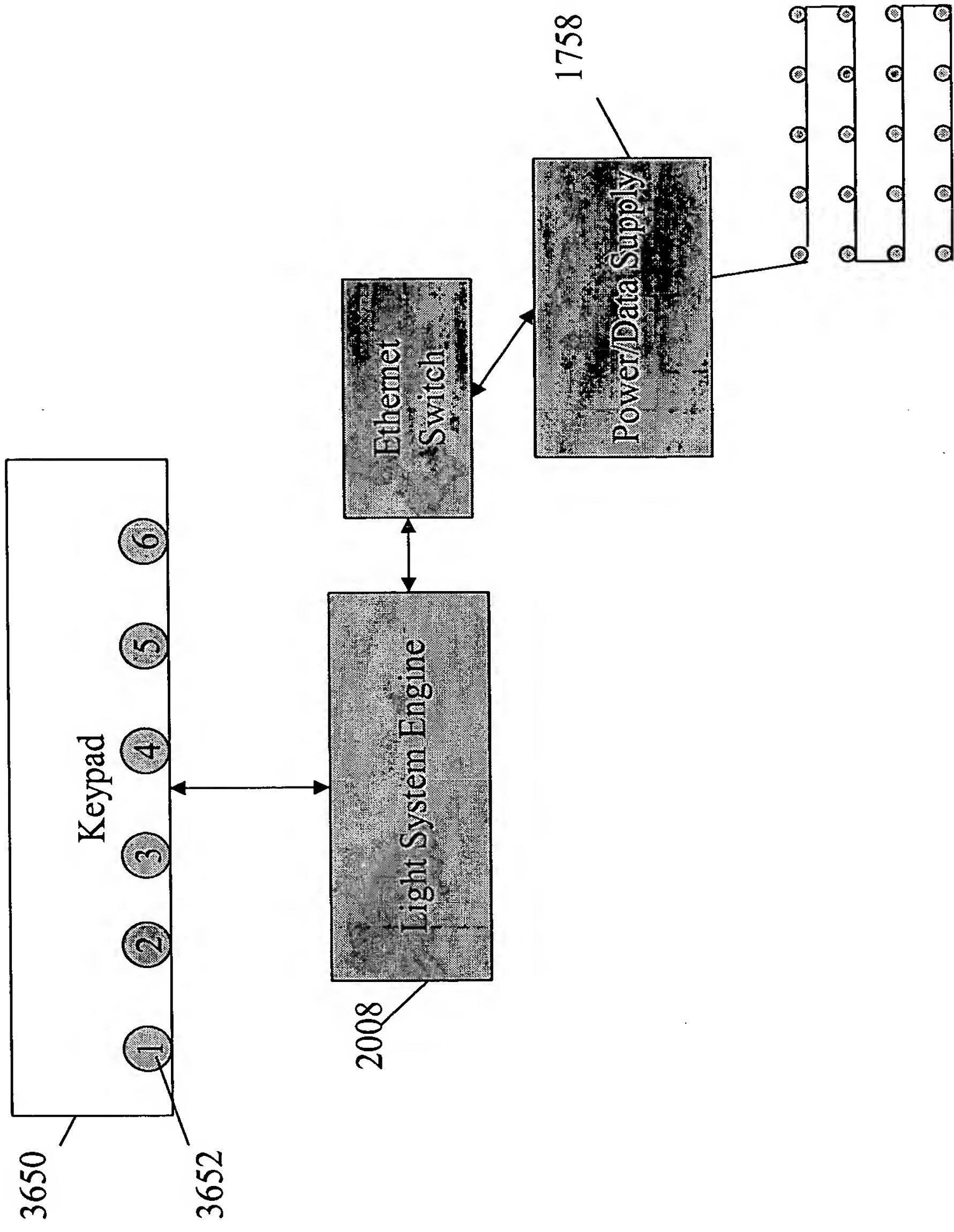


Fig. 36

3702	3704	3708	3710	3712	3714	3718	3720
Light System	Time	Position	Lit Position	Color Range	Intensity	Other Sys.	Position
LS001	T1	(1, 3, 7)	Poly001	0-16000	0-100		
LS001	T2	(1, 3, 7)	Poly001	0-16000			
LS001	T3	(1, 3, 7)	Poly 002	0-16000			
LS002	T1	(0,0,0)	Poly 003	0-16000			
LS002	T2	(0,0,0)	Poly004	0-16000			
LS002	T3	(0,0,0)	Poly 005	0-16000			
LS00N	TN						

Fig. 37



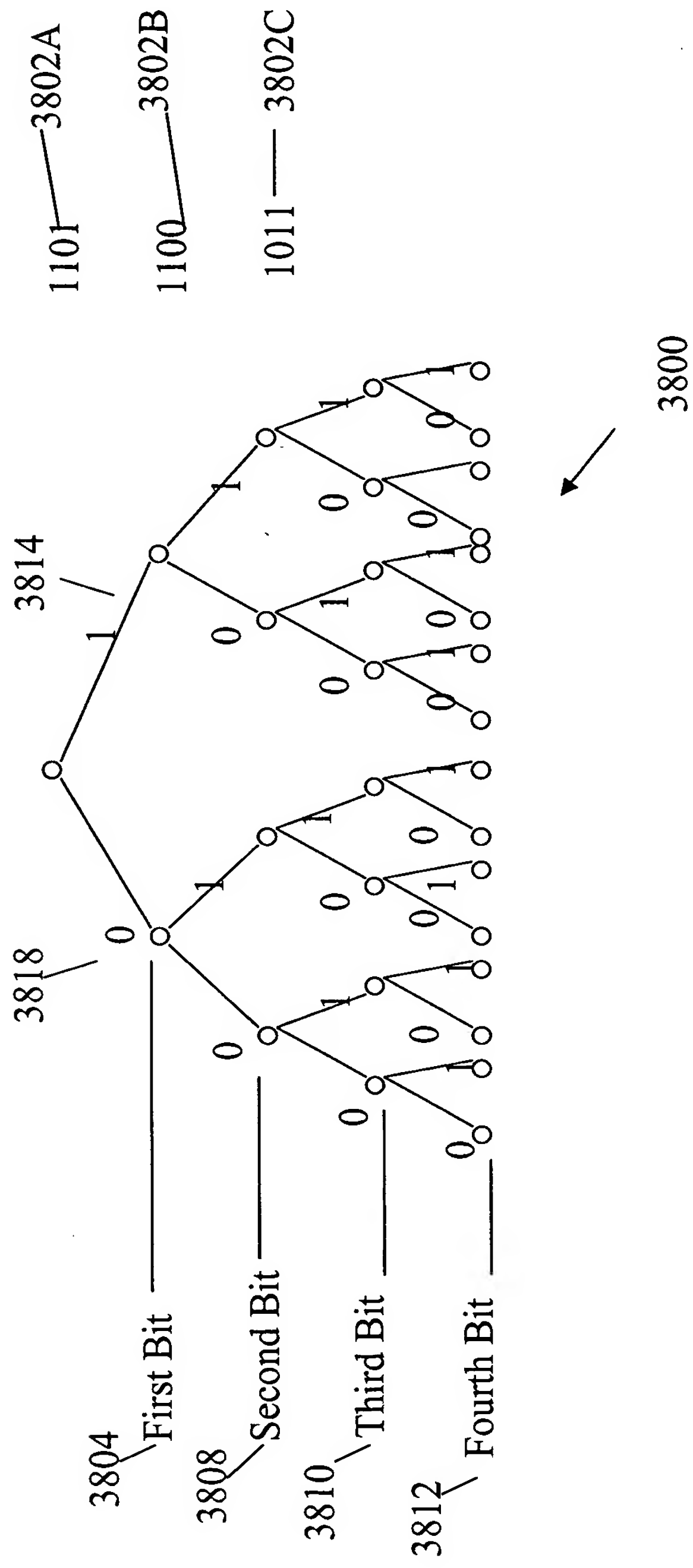


Fig. 38

First bit is highest order bit of binary identifier

Select first state for first bit

e.g. X X X X

Set flag for this bit

Change bit state

Add another bit with same state

Set flag for this bit

Change bit state

More bits in identifier

ID LEARNED

Change bit state

Flag set for this bit?

Go back one bit

Flag set For this Bit?

Change bit state

Set flag For this bit

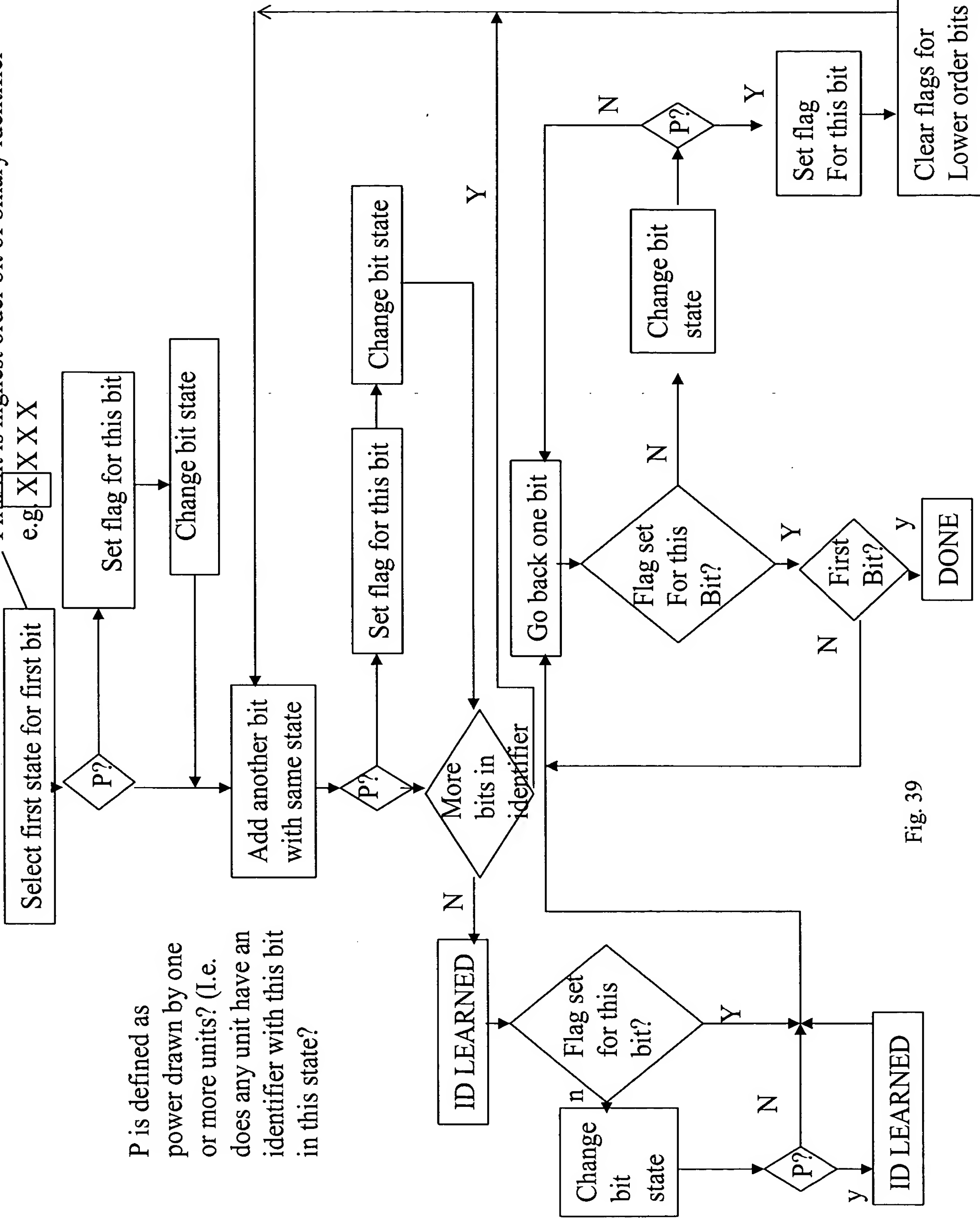
Clear flags for Lower order bits

DONE

ID LEARNED

P is defined as  
power drawn by one  
or more units? (I.e.  
does any unit have an  
identifier with this bit  
in this state?)

Fig. 39



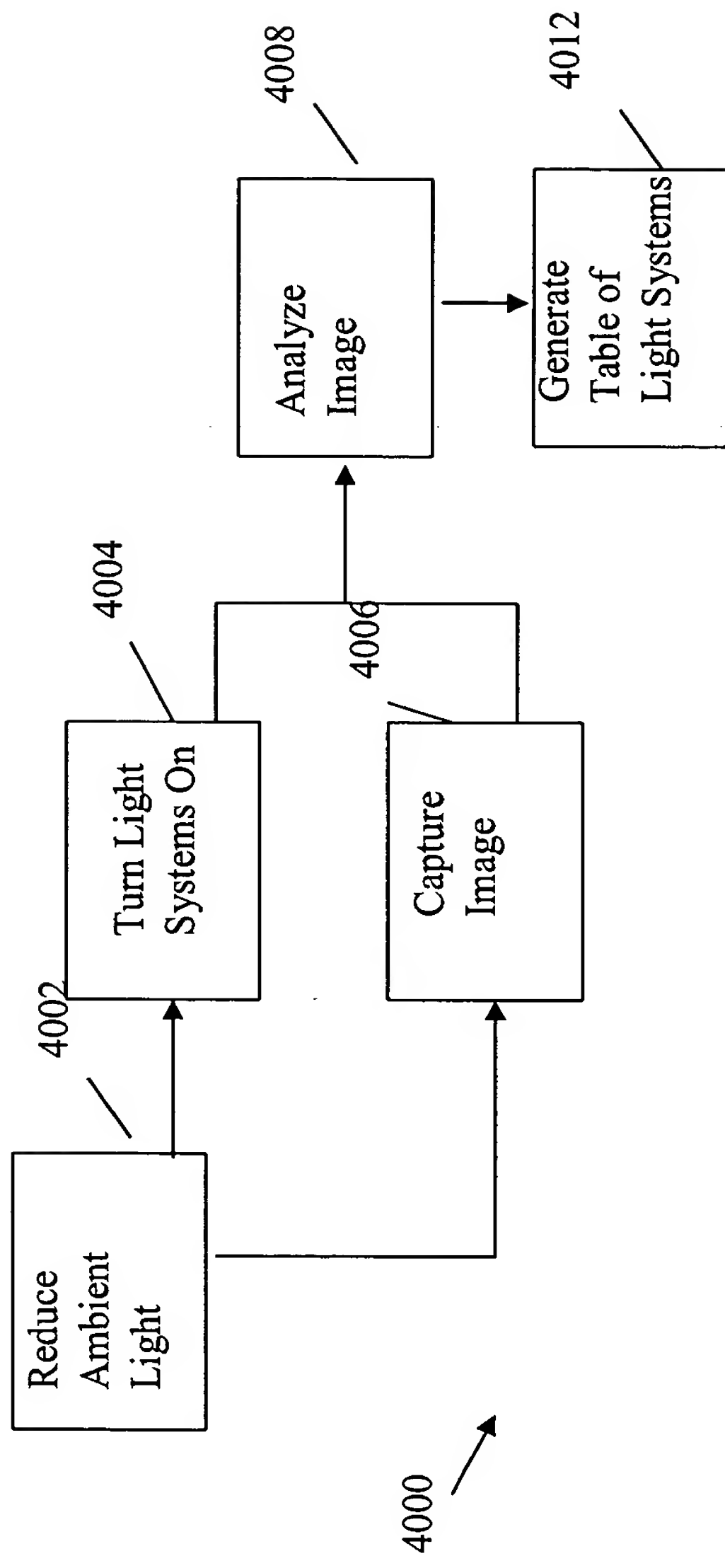


Fig. 40